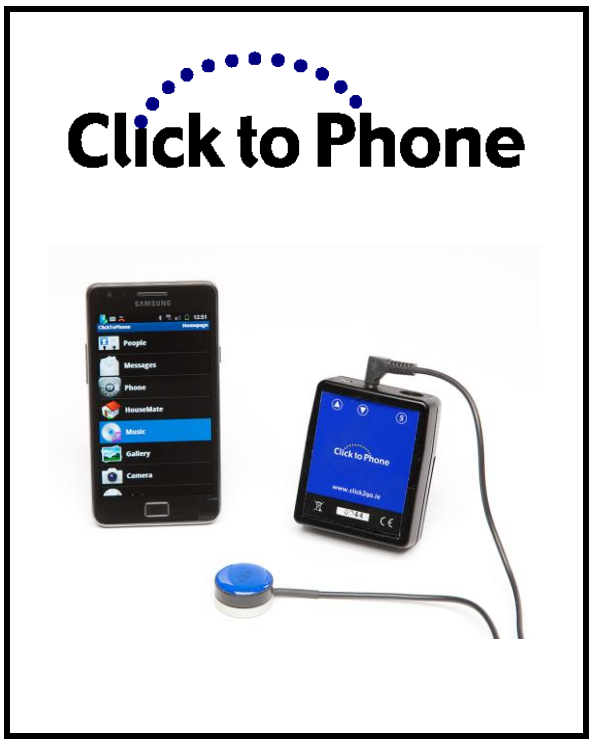


Switch Accessible Smart Phone with Environmental Control

Software version 50

Features:-

- Answer and make calls
- Read and write SMS messages
- Play music files
- Take photographs and view pictures
- Text-to-speech feedback and communication
- Scan using switches, joystick or the touch screen
- Environmental control using HouseMate hardware
- Call bell output
- User data backup to SD card

Important Notes:

1. This manual assumes that you are familiar with the operation of an Android smartphone and should be read in conjunction with it's user manual.
2. Read this manual carefully before installing or operating your ClickToPhone/HouseMate.
3. Due to continuous product improvement Unique Perspectives reserves the right to update this Manual. This Manual supersedes all previous issues which must not continue to be used.
4. Any attempt to gain access to or in any way abuse the electronic components of the ClickToPhone/HouseMate renders the manufacturer's warranty void and the Manufacturer free from liability.

Contents

		Page
	Introduction	4
1.	**Getting Started**	6
	1.1 Step 1: Downloading the software	6
	1.2 Step 2: Launching ClickToPhone for the first time	6
	1.3 Step 3: Setup Wizard	8
	1.4 Installing HouseMate+	12
	1.5 Optimising phone settings	15
	1.6 Normal Operating Procedure	15
	1.7 Choosing Stand alone mode	16
	1.8 Repairing with a different hardware unit	17
2.	**Homepage**	20
	2.1 Selecting a user level	21
	2.2 Homepage options	21
	2.3 Appearance options	23
3.	**Basic Operation & Scanning Methods**	25
	3.1 Selecting a Scanning Method	25
	3.2 Other Scanning Options	28
4.	**Contacts**	31
	4.1 Dialing a Contact	32
	4.2 Writing a Text	34
	4.3 Sending a Quick text	35
	4.4 Managing Contacts	36
5.	**Messages**	40
	5.1 Viewing SMS messages	40
	5.2 Conversations	43
	5.3 Deleting an SMS	45
	5.4 Adding to Contacts	45
	5.5 Re-Sending a Draft	46
6.	**Phone**	48
	6.1 Dialing a Number	48
	6.2 Call History	49
7.	**SMS Alerts**	52
8.	**Reminders**	54
	8.1 Using Reminders	54
	8.2 Managing Reminders	57
	8.3 Selecting a reminder photo	59
	8.4 Selecting a sound	59
9.	**Text to speech**	62
	9.1 Using text to speech	62
10.	**Music**	64
	10.1 Using the Music Player	64
11.	**Photo Album**	66
	11.1 Using the Photo Album	66
12.	**Camera**	68
13.	**Clock**	69
14.	**Applications**	70
	14.1 Launching another Application	70
	14.2 Numeric and Text keyboards	73
	14.3 YouTube example	74
	14.4 Mouse pointer mode	75
15.	**Favorites**	81

16.	**Internet**	84
	16.1 Browsing the internet	84
	16.2 Moving the mouse pointer	85
	16.3 Searching for a web-site	87
17.	**Phone Settings**	89
	16.1 Phone Settings	89
	16.2 Go to sleep	90
	16.3 Editing your settings	92
	16.4 Restoring backups	94
18.	**HouseMate**	96
	18.1 Using HouseMate	96
	18.2 Editing a Cell	97
	18.3 Editing a Grid	100
	18.4 Creating and populating a new grid	103
	18.4.1 Importing a grid template	104
	18.4.2 Using the wizard	105
	18.4.3 Populating a grid one cell at a time	106
	18.4.4 Difference between commands and InfraRed signals	107
	18.5 Recording an InfraRed signal	107
	18.5.1 Recording a toggle signal	110
	18.5.2 Recording a macro	112
	18.5.3 Recording a macro with OK command	114
	18.6 Using the signal databases	116
	18.7 Examining the InfraRed Macros	118
	18.7 Erasing InfraRed signals	119
	18.8 Advanced Settings	120
	18.9 Z-Wave	123
	18.10 Call bell output	130
19.	**Hardware Settings**	132
	19.1 ClickToPhone hardware settings	132
	19.2 HouseMate hardware settings	134
20.	**Backup & Restore**	137
	20.1 Backing up your project	137
	20.2 Restoring a backup	139
	20.3 Advanced backup management	139
	20.4 Factory reset	140
21.	**Status Reporting**	142
	21.1 Report frequency and timeout	142
	21.2 SMS reports	143
22.	**Connections**	145
	22.1 ClickToPhone connections & battery	145
	22.2 HouseMate connections	147
23.	**Hardware specifications**	149
24.	**Intended use, Safety and Misuse Warnings**	150
25.	**Maintenance**	152
26.	**CE Marking**	153
27.	**Warranty & Sales and Service Information**	154
	ANNEX 1: Preference Summary	155

Introduction

ClickToPhone enables a switch or joystick user to control Android smart phones and tablet devices without ever having to touch the screen. The switch or joystick connects to the phone using ClickToPhone or HouseMate hardware, The software enables control over the phone's functions through a rich graphical interface.

ClickToPhone features:

- Answer and make calls.
- Read, compose and send text messages.
- Scan using external switches or use the phone's touch screen as one big switch.
- Take photographs using the phone's camera and browse the phone's picture gallery.
- Play music files and use the phone as an MP3 player.
- Use ClickToPhone as a simple text-to-speech communication aid.
- Use text-to-speech to provide auditory scanning and prompts when scanning.
- Four different user levels provide different levels of complexity from beginners right through to expert users.
- Control some features of other applications such as YouTube and Facebook.
- Many options and preference settings to enable you to customise ClickToPhone to suit a user's needs, ability and requirements.

HouseMate mobile takes ClickToPhone a step further by adding environmental control functionality. It is possible to create and program your own grids and populate them with infrared codes and symbols. HouseMate hardware has a powerful learn/transmit infrared function and a long-life Li-Ion rechargeable battery.

HouseMate features:

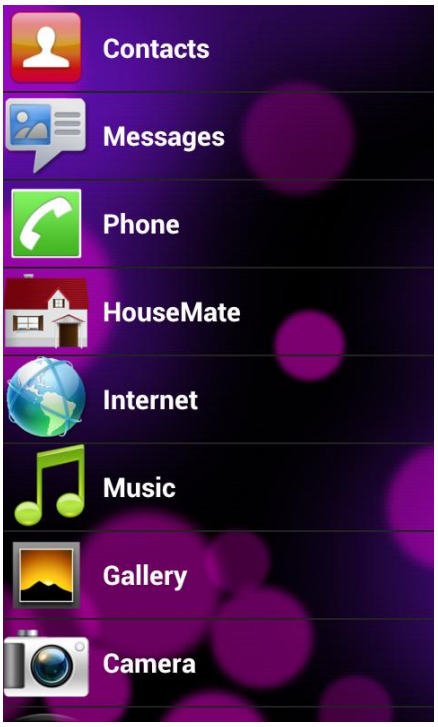
- Create up to 16 grids and record up to 250 infrared codes
- Record up to 32 macros, each of which can be 15 seconds long.
- Backup infrared codes and grids to the phone's SD card.
- Relay output function for connection to a call bell.

HouseMate+ features:

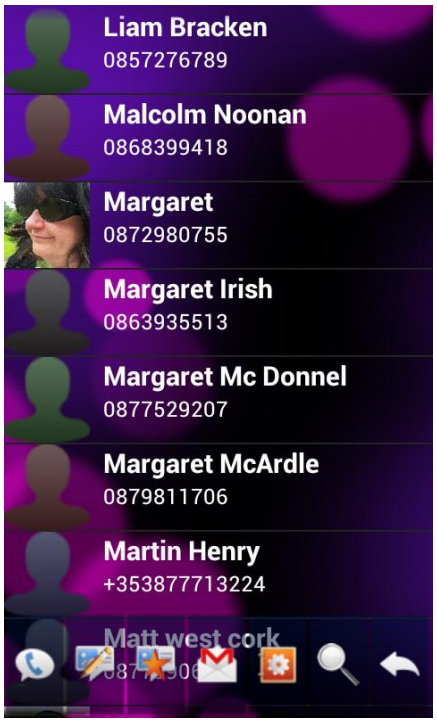
- Includes a Bluetooth mouse module that enables you to control the Android mouse pointer provided with premium phones and tablets in order to fully control any app installed on your phone.

Sample Screen Shots

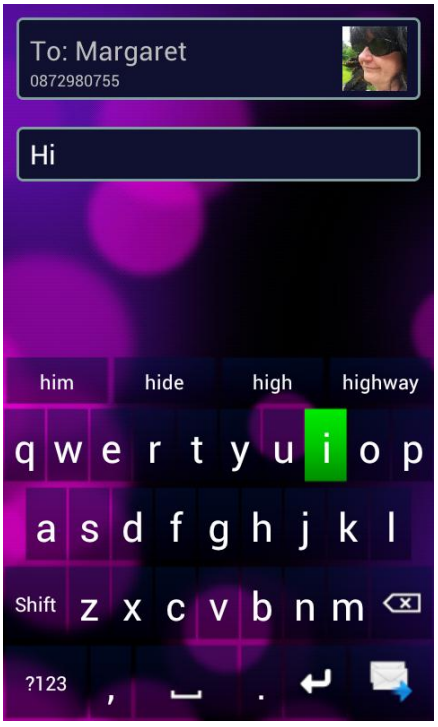
Homepage in Advanced Mode



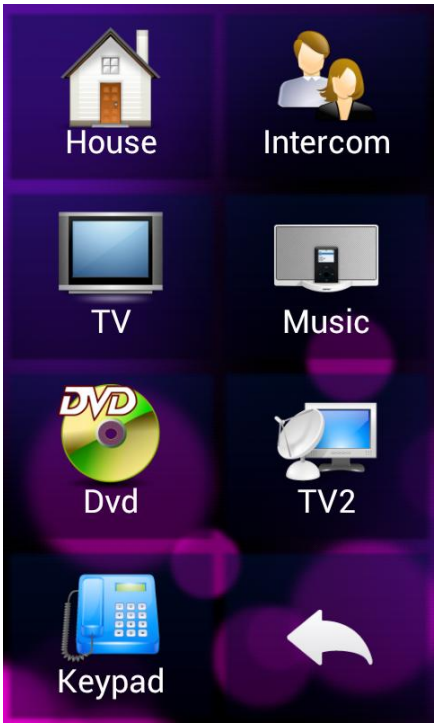
Selecting a Contact



Writing a text message



InfraRed Control

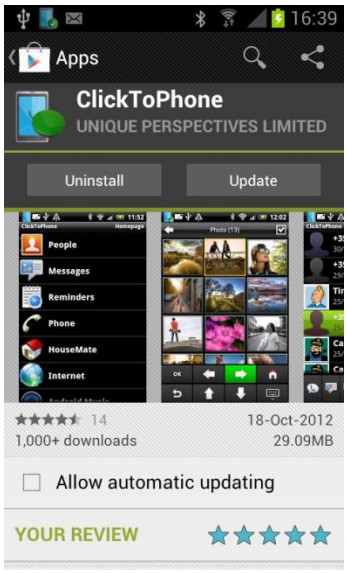


1 Getting started

Note: If you have purchased a complete system from your supplier, including a phone, then the steps below have probably already been carried out. In this case all you need to do is confirm that your Bluetooth hardware connects with your phone when you press your switch or joystick. See section 1.6 “Normal Operating procedure” below.

1.1 STEP 1: Downloading the software

First you must download the ClickToPhone software and install it on your phone. ClickToPhone is available from the Android market, so, as long as you have set up a Google account this is a very straight forward step. Simply search for ClickToPhone and then click the Install button.



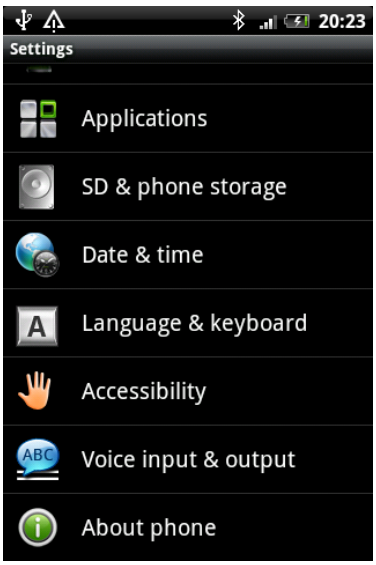
Note: If you want to uninstall ClickToPhone at a future date you may have to disable ClickToPhone as a device administrator first. Go to **Settings->Security->Select device administrators** and uncheck ClickToPhone. See page 91.

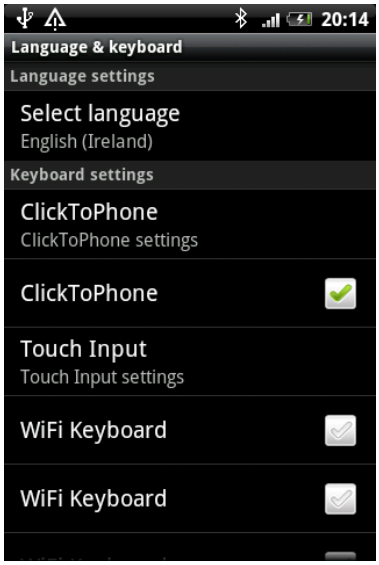
1.2 STEP 2: Launching ClickToPhone for the first time

ClickToPhone is actually a soft keyboard tool and so will not appear in the standard list of applications. To launch ClickToPhone you must first enable it as a soft keyboard and then select it as the current input method.

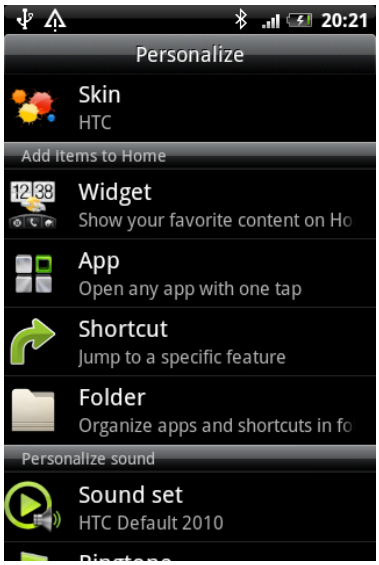
To launch ClickToPhone for the first time

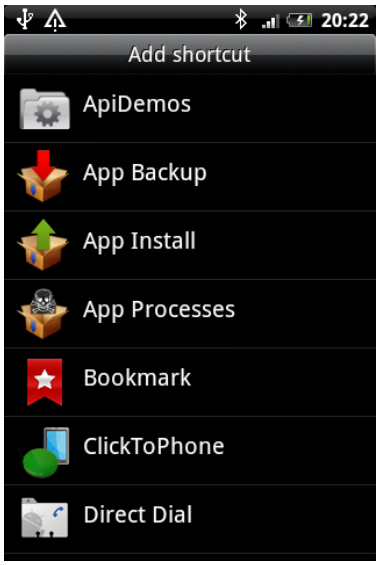
1. To enable ClickToPhone as a soft keyboard go to **Settings.** Then choose **Language & keyboard** and then enable **ClickToPhone** under Keyboard settings. On some phones this is called **Language & input**.





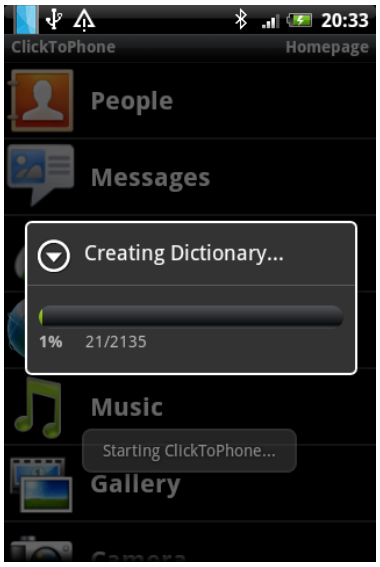
2. Now press the **Home key** and make a long press on the phone's home screen until you see the **Personalize** window. The contents of this window may vary from phone to phone but should always include an option to allow you to add a shortcut to the home page. In the example below choose the **ShortCut** option and then choose **ClickToPhone**. A short cut will be created and placed on the home screen.

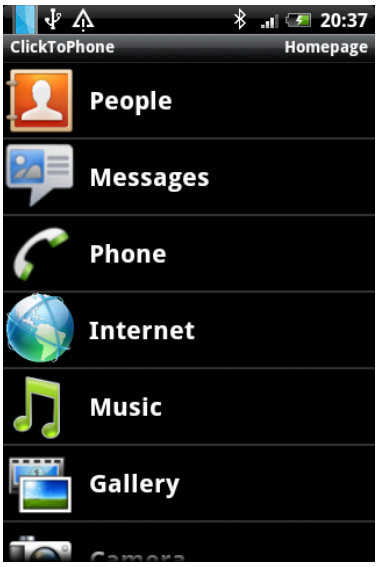




3. Now select the **ClickToPhone** shortcut from the home screen. From the pop-up dialog select **ClickToPhone** as the soft keyboard input method.

ClickToPhone should launch and a progress dialog will be visible as the word prediction file is created for the first time.





4. ClickToPhone is now ready to use with all preferences set to default values and the user level set to Advanced.

Note:

1. You will not have to go through the above steps again unless you un-install the software. ClickToPhone will always launch after you turn on the phone and the shortcut will always bring you back to ClickToPhone if the application is in the background.

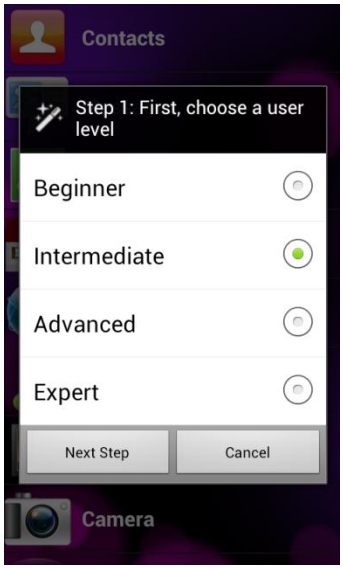
2. The most up to date version of ClickToPhone can be found in the download section of www.click2go.ie. If you have already installed from Google Play then uninstall this version first and then follow the instructions for downloading non-market apps.

1.3 STEP 3: Setup Wizard

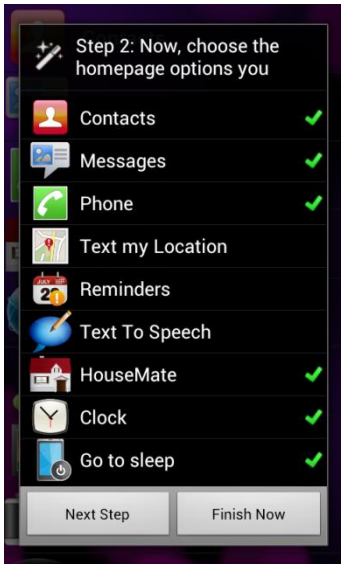
The setup wizard was introduced with version 48 of the software and speeds up the setup procedure by guiding you through the steps of selecting a user level, choosing the homepage functions, selecting a scanning method and pairing with your hardware.

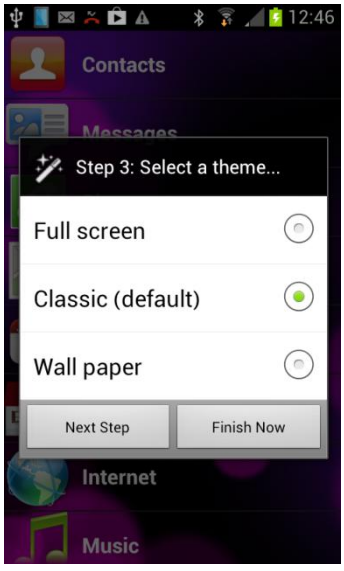
Using the setup wizard

1. Choose **Project Settings** from the menu option of the ClickToPhone homepage and then select **Setup Wizard**. The first step of the setup wizard will appear – choosing a user level.

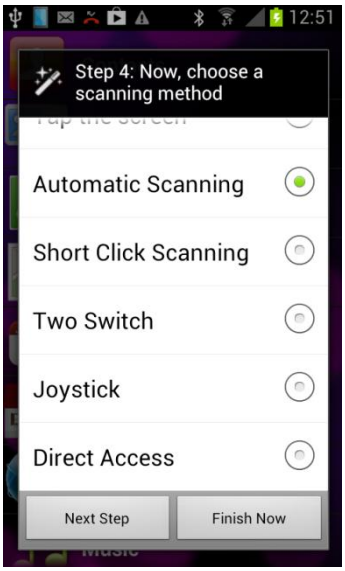


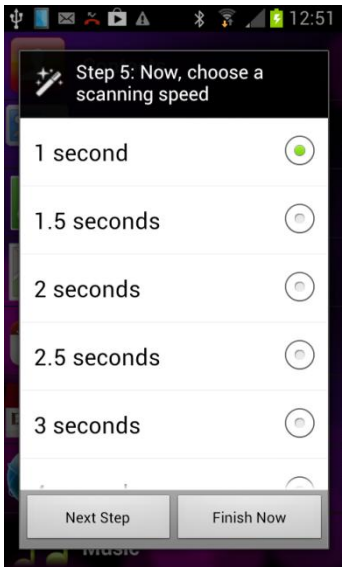
2. Choose a user level and then click Next Step. Now the homepage options will appear. The contents of this will vary depending on what user level you have chosen.



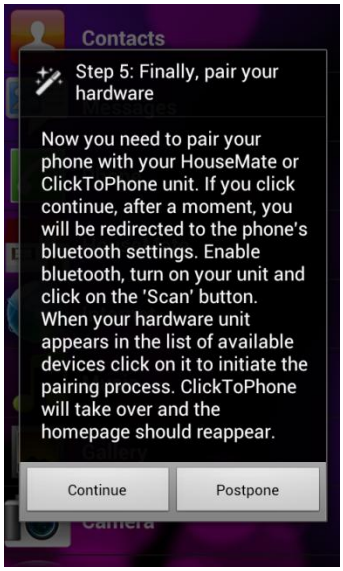


3. Select the items you want to appear in the ClickToPhone homepage and then click Next Step. Choose a theme for how the homepage will appear and then click Next Step. Now the scanning options will appear.

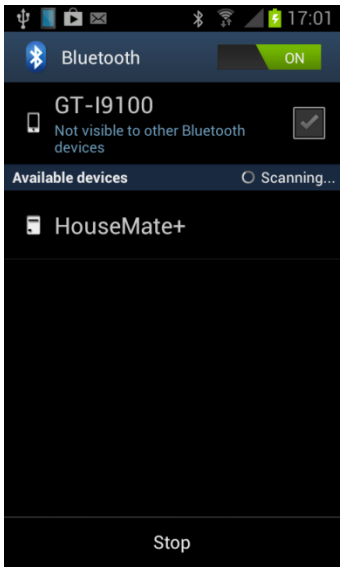




4. Choose a scanning method and click Next Step. If you selected Automatic Scanning you will now be prompted to choose a scanning speed. Do so and then click Next Step. The final step is to pair your phone with your hardware. If you are not using any hardware click postpone at this stage. If you are already connected to hardware then this step will not appear.

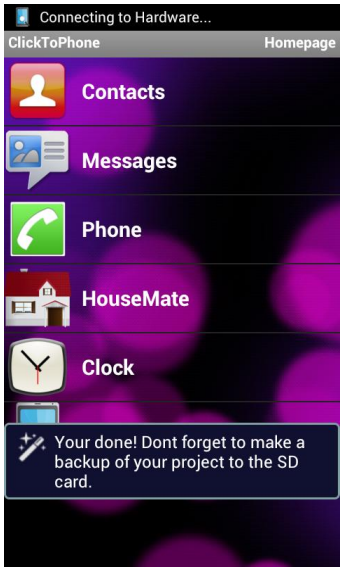

Contacts
Step 5: Finally, pair your hardware
Now you need to pair your phone with your HouseMate or ClickToPhone unit. If you click continue, after a moment, you will be redirected to the phone's bluetooth settings. Enable bluetooth, turn on your unit and click on the 'Scan' button. When your hardware unit appears in the list of available devices click on it to initiate the pairing process. ClickToPhone will take over and the homepage should reappear.
Continue
Postpone

5. To pair your hardware click Continue. You will be brought to the phone's Bluetooth settings page. Switch on the Bluetooth. Switch on your hardware by pressing the switch that is connected to it and then choose **Scan for devices**.



6. After a moment the name of your hardware device should appear. This will be ClickToPhoneV2, HouseMate or HouseMate+. On some phones it takes some time for the name to be retrieved from the unit but you will see the Bluetooth Id. Our hardware ids always begin with 00:01:95.

7. Click on the device name to initiate the pairing. If the pairing is successful the PIN code will be entered automatically and you be brought back to the ClickToPhone homepage.



8. After a moment the hardware should connect and the ClickToPhone status should change from **Connecting to hardware…** to **Connected**. If you have selected Automatic scanning the scanning will start at this stage.

9. That's it! Well almost. You can start using your device but don't forget to optimize the phone settings (section 1.5) and then backup your project to the

SD card. Also, if you are using HouseMate+ hardware there is a further step outlined below.

1.4 Installing HouseMate+

HouseMate+ contains a Bluetooth mouse module that, when paired with your phone, enables you to fully control the Android mouse pointer and control all applications. Your phone must support the Bluetooth HID (human interface device) profile in order to use HouseMate+. This functionality is restricted to Android ICS and higher running on premium phones such as the Samsung S3 and Samsung Note and some tablet devices.

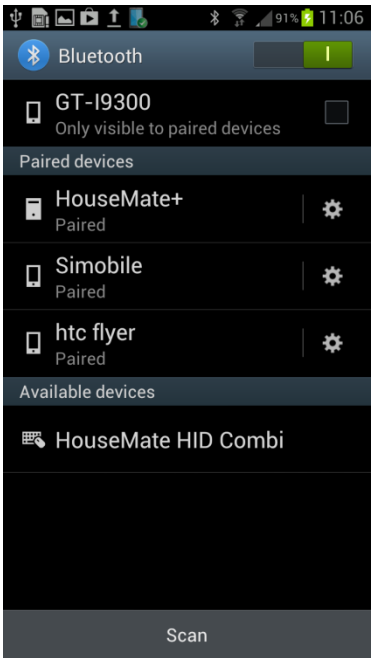
1.4.1 Installing HouseMate+

Installing HouseMate+ requires a second pairing to be made before you can use the mouse pointer functions.

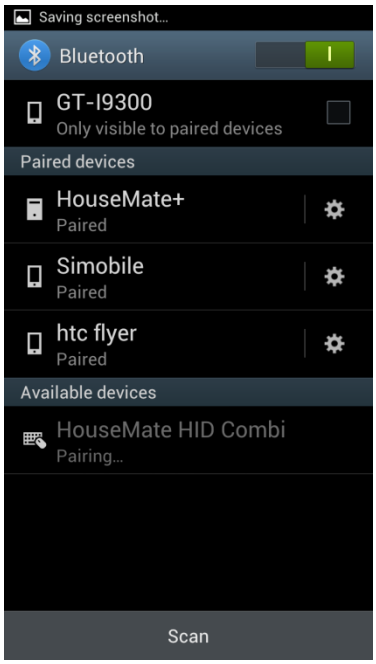
Installing HouseMate+

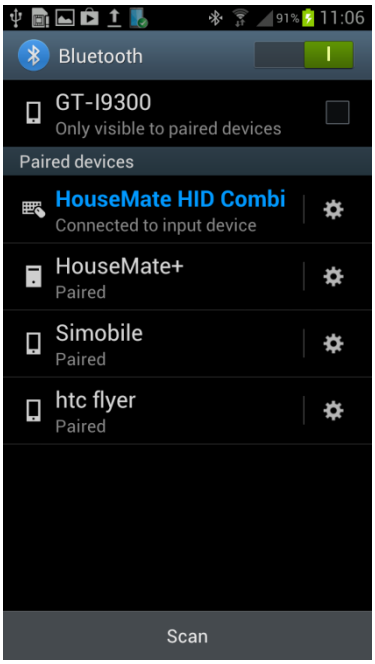
1. After you have successfully paired HouseMate+ with your phone and you are connected choose **Project Settings** from the menu options of the ClickToPhone homepage and then choose **Preferences->Authorisation and Bluetooth->Bluetooth settings.**

2. The phone's **Bluetooth settings** window will appear. Choose scan, and, after a moment, if your hardware is on and connected, the **HouseMate HID Combi** entry will appear.



3. Click on the **HouseMate HID Combi** entry to initiate the pairing. Depending on the model of your phone you may or may not be asked to confirm the pairing. When you are done the **HouseMate HID Combi** should move into the paired devices list and should auto-connect.





4. Now you can use the phone's back key to navigate back to the ClickToPhone homepage. Notice that the Bluetooth symbol in the status bar has changed to include two horizontal lines indicating a pairing with a HID device.

5. You should not have to carry out this procedure again unless you unpair your device. Furthermore, because the HID module is "auto-connect", it will automatically reconnect to your phone whenever you turn on your hardware.

For more details on how to control the Android mouse pointer see section 14.4

Note: Combi means combination indicating that the default behavior of the HID modules is to act as a keyboard and a mouse. It is possible, through the Advanced Housemate settings, to reset the module to Keyboard only. This can be useful for devices that do not support the mouse function but do support a keyboard, for example the HTC flyer and other budget devices. Although you will not be able to control a mouse pointer you will still have some control over other applications, modal dialogs and menus using keyboard keys. Contact your supplier for further details.

1.4.2 Selecting Mouse Only mode

Unfortunately some phones force you to revert to the system soft keyboard when you connect with a Bluetooth keyboard. This occurs with a Samsung S2 that has been upgraded to ICS(Android Ice Cream Sandwich) and with an S3 that has been upgraded to JB (Android JellyBean). Reverting to the system keyboard automatically forces ClickToPhone to close.

If this is occurring with your phone then you can re-initialise the HID component of HouseMate+ as a Mouse only HID device. Although you will not be able to use keyboard events to control modal dialogs and menus you can still use the Bluetooth mouse functions. Before you carry out the following procedure ensure that the **HouseMate HID Combi** is unpaired.

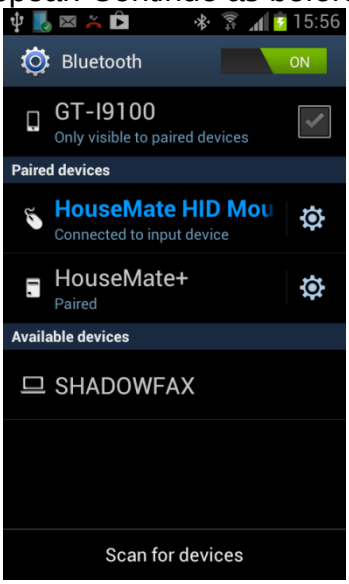
Installing HouseMate+ as a Mouse only

1. After you have successfully paired HouseMate+ with your phone and you are connected choose **Project Settings** from the menu option of the ClickToPhone homepage and then choose **Preferences->HouseMate preferences->HouseMate+->Advanced setup options.**

2. Set the **HID mode** to **Mouse only**. Then select **Initialize HID** and enter the password “4321”. You should hear a long beep from your HouseMate+ hardware as the Bluetooth module is re-initialised.

3. Now restart your phone and when ClickToPhone starts again choose **Preferences->Authorisation and Bluetooth->Bluetooth settings.**

4. The phone’s **Bluetooth settings** window will appear. Choose scan, and, after a moment, if your hardware is on and connected, the **HouseMate HID Mouse only** entry will appear. Continue as before and make a pairing.



1.5 Optimising phone settings

Disable the screen lock

For optimum performance of ClickToPhone it is best to disable the screen lock. If the screen lock is enabled there can be sometimes be problems waking up the phone when you press your switch.

To disable the screen lock choose **Project Settings** from the ClickToPhone home page menu options and then choose **Preferences->Behavior preferences->Wake up->Screen Lock**. You will be brought to the phone's security settings window where you can disable the screen lock .

Note: On some older phones the screen lock setting is not under Security. In this case go to the phone settings application and manually navigate to the display settings page to disable the screen lock.

Disable touch sounds

To avoid duplicate sounds when scanning it is advisable to disable touch sounds.

To disable the touch sounds choose **Project Settings** from the ClickToPhone home page menu options and then choose **Preferences->Behavior preferences->Sound Settings**. You will be brought to the phone's sound settings window where you can disable the touch sounds .

1.6 Normal operating procedure

If you make no switch actions for a certain amount of time the HouseMate hardware will turn off to allow the phone to go to sleep. This is completely normal behavior and should not be confused as a fault. The powerdown time varies between device models. For ClickToPhone it can be set to between 30 seconds and 2 minutes. For HouseMate it can be set to 1 minute, 5 mins and Never. See the Hardware Settings chapter for further details on this and other hardware options.

While your Bluetooth hardware is off, the ClickToPhone status will constantly switch between **Connecting to Hardware...** and **No Hardware found** as the software continually checks to see if you have turned on your Bluetooth hardware or not. Once you have turned on your hardware, by pressing your switch, the connection should be made within 4 seconds, the phone should wake up and the

ClickToPhone status should change from **Connecting to Hardware…** to **Connected**.

The normal procedure to start using ClickToPhone is as follows:

1. Turn on your Bluetooth hardware by pressing your switch or joystick. After a moment the ClickToPhone status should change from **Connecting to Hardware…** to **Connected** and you should hear the Bluetooth connected sound.

   On ClickToPhone hardware the orange status light will go out.

   On HouseMate hardware the symbol will go out and the Bluetooth symbol light up.

   Finally, if **Automatic Scanning** is enabled, a scan of the applications in the homepage will begin.

2. If the phone fails to find the hardware you will get a **No Hardware found** message in the notification area.

3. After you have connected, the hardware will automatically disconnect after a period of time if you have made no switch presses. This is completely normal behavior and should not be confused with a fault condition.

   The powerdown time varies between devices. For ClickToPhone it can be set to between 30 seconds and 2 minutes. For HouseMate it can be set to 1 minute, 5 mins and Never. See the Hardware Settings chapter for further details on this and other hardware options.

In normal circumstances the ClickToPhone application will remain in the foreground. However if the phone's home key is accidentally pressed then it will disappear. To restart ClickToPhone simply press your switch and it will reappear after a moment. Alternatively you can enable **Preferences->Behavior preferences->Keep in foreground**. When this is enabled ClickToPhone will automatically return to the foreground after 10 seconds whenever the home key is pressed.

1.7 Choosing Stand alone mode

If you are not using any hardware you can set the software to stand alone mode by choosing **Stand alone mode** from the menu options in the ClickToPhone homepage. The software will no longer try to connect to hardware and will consequently save battery power.

It is important to avoid entering stand alone mode by accident as the user will not be able to connect to the phone when in this mode. To return to normal operation choose **Connect to hardware** from the menu options.

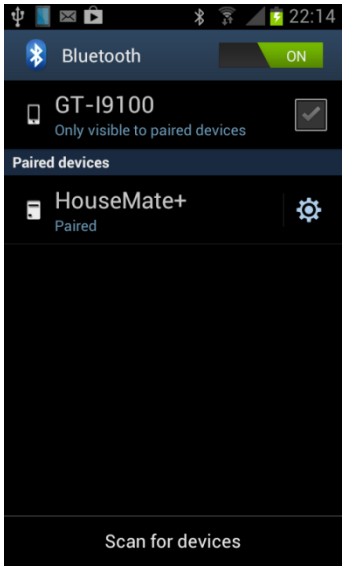
If you are concerned that stand alone mode might be selected inadvertently then you might consider disabling the menu keys. Choose Project Settings on your phone and then **Preferences->Behavior preferences->Disable soft keys**. Once you have enabled this option the only way to gain access to the project settings is by going to the phone's settings app and choosing **Language and input->ClickToPhone settings.**

1.8 Repairing with a different hardware unit

At some stage you may wish to pair your phone with a different hardware unit. You can use the Setup Wizard as before or you can go to the Bluetooth settings dialog directly through the project settings.

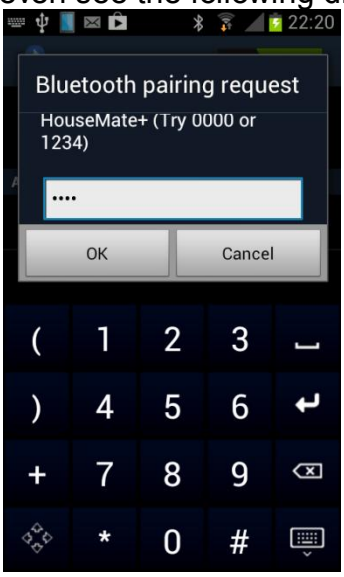
To pair your hardware with your phone

1. Choose Project Settings on your phone and then **Preferences->Authorization and Bluetooth->Bluetooth settings**. The Bluetooth settings window will appear.



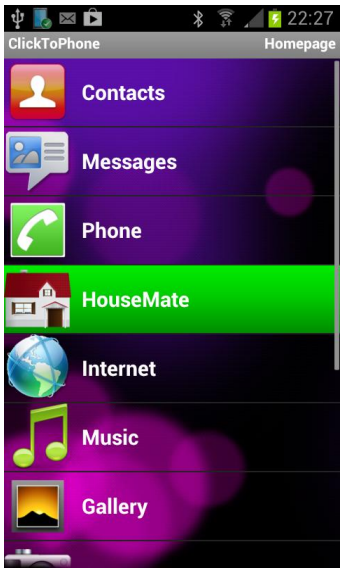
2. First you should unpair any existing HouseMate or ClickToPhone pairings by clicking on the settings icon to the right of the device name and then choosing Unpair. Now turn on your hardware unit by pressing the switch that is connected to it.

3. Choose **Scan for devices** and after a moment the name of your new hardware unit should appear in the Bluetooth devices list. Choose your Bluetooth device from the list. After a moment the Bluetooth pairing request dialog will briefly appear and ClickToPhone will automatically insert the PIN code “1234”. You may not even see the following dialog:



4. If you wish you can disable this automatic feature and enter the PIN code manually. To do this go back to step 1 and first disable **Preferences->Authorization and Bluetooth->Automatic PIN**

5. Normally, after a successful pairing, you will be brought back to the ClickToPhone homepage. In the notification area at the top of the display the ClickToPhone status will change from **Stand Alone Mode** to **Connecting to Hardware…** and after a moment this will change again to **Connected.** If Automatic scanning is selected a scan of the homepage items will begin.



Preference Summary for this chapter

Setup Wizard
The wizard condenses a number of preferences into a step by step visual configuration.

Behavior preferences

Wake Up
It is recommended to disable the phone's screen lock for optimum wake up performance.

Keep in foreground
When enabled ClickToPhone will automatically return to the foreground if the home key is pressed inadvertently.

Disable soft keys
Disables the ClickToPhone softkeys so that a user cannot press the back, menu or search keys accidentally. To access the ClickToPhone settings when this is enabled it is necessary to go to the phone's settings app and choose ClickToPhone settings from within Language and Input.

Sound settings
Adjust the system sound settings to optimize auditory feedback when scanning.

HouseMate preferences->HouseMate+

Advanced setup options
Advanced options to match the capabilities of your phone/android version with HouseMate+ mouse mode.

Authorisation and Bluetooth

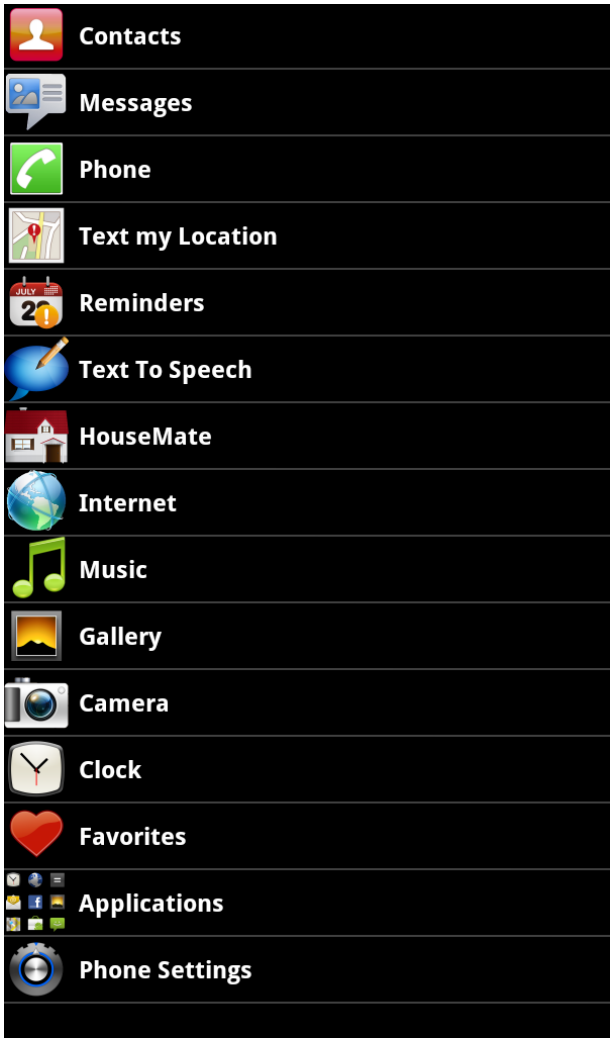
Bluetooth Settings
The system Bluetooth settings app to allow you to pair your phone with your ClickToPhone, HouseMate and HouseMate+ hardware.

Automatic PIN
Automatically enter the PIN code ("1234") when a pairing request is received from your ClickToPhone or HouseMate hardware.

2 ClickToPhone Homepage

The ClickToPhone homepage is the starting point for your all your interactions with your Android smartphone. The ClickToPhone homepage is essentially a list of applications that you can select and subsequently control using the ClickToPhone soft keyboards or soft keys. Which applications are listed in the homepage will vary greatly from user to user and depend principally upon the user level setting but also some other preferences. Chapters 4 – 18 explain how to use each of the 15 applications.

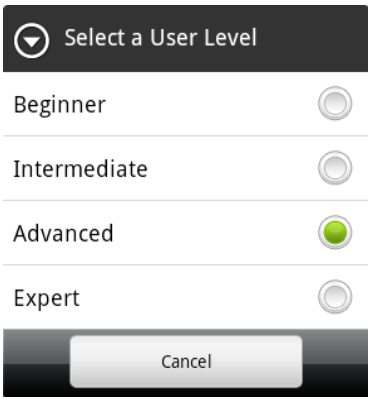
The image below is a screen shot from a HTC tablet showing all 15 possible homepage entries. To enable all these options the **User level preference** should be set to **Expert** and the **Sms Alert, Reminders**, **Text to Speech, HouseMate** and **Phone Settings** options should be enabled.



2.1 Selecting a User Level

As already discussed, there are four different user levels possible within ClickToPhone. Each user level has a different level of complexity and functionality and the ClickToPhone homepage will change accordingly. It is important to set the user level to match your needs and abilities. You can always change the user level at a later stage as you become used to ClickToPhone and add more complexity.

To choose a user level select **Project Settings** from the ClickToPhone menu options. Then select **Preferences** and then **User Level**. Select the user level you desire from the following list of options.

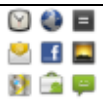


2.2 Homepage Options

The ClickToPhone homepage can be customized to suit a user's needs and abilities by including and excluding different applications.

The table below shows you which applications are available for each of the four user level settings. Note that the **Reminders, Text my location**, **Text To Speech, HouseMate** and **Go to sleep/Phone Settings** options are available in every user level but appear only if their corresponding preference is enabled. The simplest possible setup, for example, is a Beginner with only the Contacts entry in the Homepage.

		Beginner	Intermediate	Advanced	Expert
	Contacts	✓	✓	✓	✓
	Messages		✓	✓	✓

	Phone		✓	✓	✓
	SMS Alerts	✓	✓	✓	✓
	Reminders	✓	✓	✓	✓
	Text To Speech	✓	✓	✓	✓
	HouseMate	✓	✓	✓	✓
	Internet			✓	✓
	Music			✓	✓
	Gallery			✓	✓
	Camera			✓	✓
	Clock	✓	✓	✓	✓
	Favorites				✓
	**Applications**				✓
	Go to sleep	✓	✓	✓	✓
	Phone Settings			✓	✓

By far the simplest way to choose the Homepage content is to run the **Setup Wizard** and choose **Finish Now** after you have chosen the homepage options. See section 1.3 for further details.

You can, however, configure the homepage manually by choosing **Project Settings->Preferences->Homepage preferences.** In this preference screen you can include or exclude individual applications as well as more advanced

settings, for example to choose an alternative to the default music player app. These options are covered later on in this manual.

2.3 Appearance Options

There are lots of customization options that allows you to personalize the look of the ClickToPhone app. To personalize ClickToPhone choose **Project Settings->Preferences->Appearance preferences.**.

Appearance options

Font Size sets the size of the font to be used throughout the whole ClickToPhone application.

Highlight color sets the background color of keys and list items when you are scanning.

Key background style sets the background style of keyboard keys including the cells of the HouseMate grid. If you are using a wallpaper then try setting the key background style to semi-transparent or transparent.

Wallpaper sets the background of the ClickToPhone windows to the system wallpaper setting. Try using a dark live wallpaper and semi-transparent keys for a visually stunning effect! Note that Wallpaper will only work on Android ICS and higher.

Hide titlebar disabled the ClickToPhone window title bar to make more of the screen available for lists and content.

Disable status bar disabled the notification bar at the top of the phone's screen. This simplifies the look and appearance of ClickToPhone and remove information that could otherwise be confusing for certain users.

Disable notifications prevents the popup notification **Connecting to hardware...** etc from appearing.

Preference Summary for this chapter
User Level The User level can be set to Beginner, Intermediate, Advanced or Expert.

Homepage preferences

Phone Functions
Options to include Contacts, Messages and Dialer

Music, Gallery,Camera and Clock
Options to include the standard ClickToPhone applications and to choose alternatives if desired.

HouseMate
Show the HouseMate application in the ClickToPhone homepage

Internet
Options for including the Internet option, home and search pages.

Alerts, Reminders, Speech output
Options to include the SMS Alert, Reminders and Text-to-speech applications.

Other Applications
You can include or exclude both Favorites and Applications from the ClickToPhone homepage.

Appearance preferences

Font size
Font size throughout application

Highlight color
Color of list items and keys when scanning.

Key background style
Background style of keyboard keys.

Wallpaper
Use system wallpaper as background throughout ClickToPhone

Set Wallpaper
Choose the system wallpaper

Hide titlebar

Disable status bar
Disable the system notification bar at the top of the screen.

Disable notifications

3 Basic Operation & Scanning Methods

ClickToPhone is designed primarily for switch users and is intended to be operated by one, two or five (joystick) suitable external switches using different scanning techniques. How you operate ClickToPhone will depend principally on the scanning method but also some other settings that have been chosen.

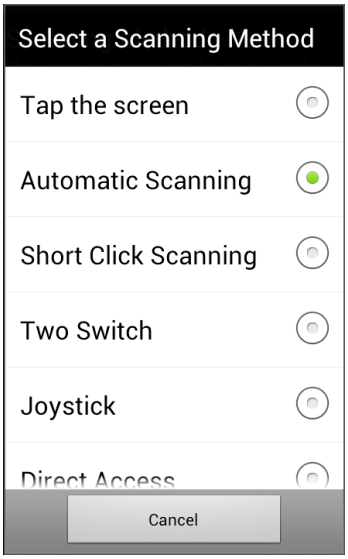
Scanning refers to the process of highlighting, one after the other, a number of options and then making a selection when the desired option is highlighted. In **Automatic Scanning** mode the options are scanned automatically whilst in **Two Switch** or **Joystick** mode the scanning is under your control.

You can, of course, operate ClickToPhone through the touch screen and there are some preferences specifically designed to help you with this. If you wish to use scanning, but not with and external switch, the touch screen can also be setup as one big switch by setting the **Scanning Method** preference to **Tap the screen.**

This remainder of this chapter describes the different scanning methods and options and assumes that you have already paired your switch interface hardware (ClickToPhone or HouseMate hardware) with your phone and that the Bluetooth connection is made. For details on how to carry out this procedure see chapter 1.

3.1 Selecting a Scanning Method

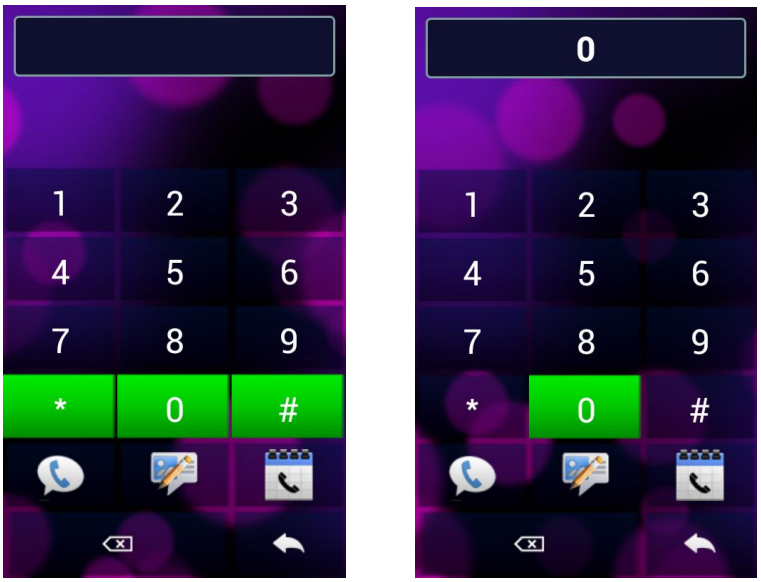
To choose a scanning method select **Project Settings** from the ClickToPhone menu options. Then select **Preferences->Scanning preferences->Scanning Method**. Select the scanning method you desire from the following list of options.



3.1.1 Automatic Scanning

Automatic scanning is the most common type of scanning and involves just one switch. Once the ClickToPhone or HouseMate hardware connects to your phone press your switch once to start scanning and then press it a second time to make a selection.

If you are scanning a keyboard with more than one row then the rows are scanned one by one first. When you make a selection the current row is selected and the individual keys of the row are then scanned. Then, when you press your switch a second time an individual key is selected.



Row/Column scanning in the phone dialer application to dial a '0'

3.1.2 Short Click Scanning

Short click scanning is also a single switch scanning method but gives you control over both the scanning and the selection. The scan is advanced by making short clicks or taps on your switch. Then when you are at the right key or list item make a long press of your switch to make a selection. **Short click scanning** overcomes the anxiety of using **automatic scanning** by giving you control over the scanning. It does, however, require a greater amount of switch activations.

3.1.3 Two Switch

Two switch scanning gives you greater control over both the scanning and the selection. One switch is used to advance the scan whilst the other is used to make a selection. Though similar to **Short Click Scanning**, cognitively, **Two**

Switch scanning is easier to understand. It does, however, require that you target two separate switches.

3.1.4 Joystick

When you are using **Joystick scanning** you are in full control of the scanning in all directions. You can scroll up and down through the lists and navigate keyboards using the Left, Right, Up and Down deflections of your joystick. To make a selection press the select button. This is usually a dedicated button on your wheelchair control or in the case of a switched joystick, a fifth switch.

You can interface ClickToPhone to any wheelchair that has switch outputs available. These outputs usually require the addition of a switch output module to your wheelchair. Switch output modules are readily available from DX, R-Net, other wheelchair electronic suppliers and interface cables are available for these brands. Contact the supplier of your wheelchair for details.

The joystick switch outputs, usually on a 9 pin D connector, connect to the 5 switch input of ClickToPhone or HouseMate+ hardware using an interface cable and may vary depending on the make of your powered wheelchair. For a suitable interface cable contact technical@click2go.ie or your ClickToPhone agent for ordering information.

You can also connect a standard switched joystick to ClickToPhone such as a TASH mini joystick or a Piko Button switch.

See chapter 22 for more details on connections.

3.1.5 Tap the screen

If you do not wish to use an external switch but cannot target the touch screen for direct access you can use the entire screen as one big switch. This is **Tap the screen** mode. The functionality is the same as **Automatic Scanning** but instead of pressing an external switch you press anywhere on the touch screen.

3.1.6 Direct Access

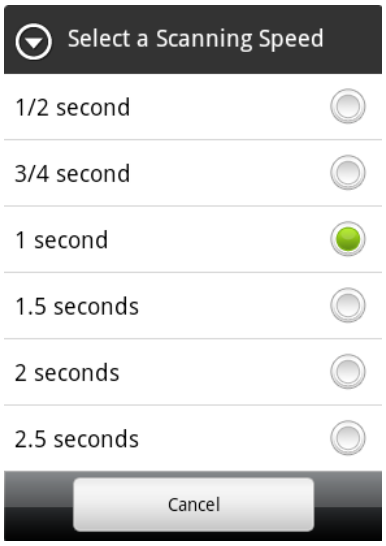
Whilst not listed as a scanning method **Direct Access** is when you wish to directly access your phone using the touch screen. In this situation you will only require external hardware if you wish to have environmental control function – i.e. HouseMate. The HouseMate button is useful nonetheless both for turning on the phone (which can be difficult depending on the phone's on/off button configuration) and for answering or hanging up a call.

3.2 Other Scanning Options

There are several preferences that enable you to optimise the type of scanning you are using. To edit the scanning preferences select **Project Settings** from the ClickToPhone menu options. Then select **Preferences->Scanning preferences.**

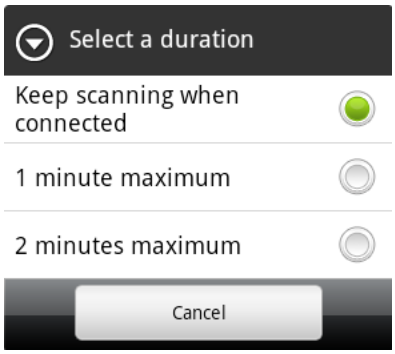
3.2.1 Scanning Speed

In **Automatic Scanning** the **Scanning Speed** is the rate at which the scan advances. In **Short Click scanning** it is the length of time that distinguishes a short click from a long click and therefore a scan command from a select command.



3.2.2 Scanning Duration

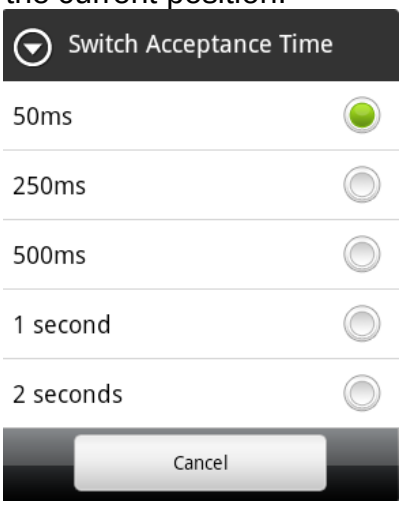
The scanning duration is how long automatic scanning persists for before stopping. If you set the HouseMate hardware setting **Powerdown Time** to **Never** then you need to also specify a maximum scanning duration otherwise the scanning will continue indefinitely until you make a selection.



3.2.3 Acceptance Time

The **acceptance time** is the length of time an external switch or joystick deflection must be held for before it is recognised and acted upon. This option helps to overcome involuntary presses of the switch. When set to 1 second, for example, you must press and then hold your switch for 1 second before the scanning will start or a selection is made.

Note that if you are scanning, then the scanning will pause when the switch is pressed but a selection will only be made after the acceptance time has elapsed. If you let go your switch before the acceptance time has elapsed then the scanning will resume from the current position.



3.2.4 Scanning Beeps

You can disable the beeps when scanning. This option also disables the notification sounds you get when you connect or disconnect with the hardware.

3.2.5 Touch Screen features

If you are using **Stand alone mode, Direct access** or **Tap the screen** it is common to accidentally press the screen more than once thereby causing two or more letters to be typed rather than just the one you wanted.

By enabling **Touch Screen Filter** the software will only accept one touch screen event and then ignore subsequent touch screen events for ½ second. This helps to prevent mistakes being made due to a shaky finger for example.

By enabling **Disable Scrolling** the software will disable the scrolling feature of ClickToPhone lists. This prevents a user from accidently sliding off a chosen list item once the place their finger on it.

Preference Summary for this chapter

Scanning preferences

Scanning Method
There are six scanning methods. Tap the screen, Automatic Scanning, Short Click Scanning, Two Switch, Joystick and Direct Access.

Scanning Speed
In automatic scanning this is the speed at which the scan advances. In Short Click scanning it is the length of time, or interval, that distinguishes a short click from a long click.

Scanning Duration
The length of time to keep scanning in Automatic Scanning, Note that, regardless of this preference, the scanning will stop if the hardware disconnects.

Acceptance Time
The length of time that an external switch must be held for before it is recognised as a switch press. This helps to avoid accidental switch presses and double hits.

Intelligent Scan
When scanning lists scroll up the page to the top of the screen when you reach the last list item.

Scanning Beeps
Enable auditory beeps when scanning and making selections. Note that you should disable the Audible selection option under the phone's Sound settings to avoid getting two sounds when scanning lists.

Auditory Scanning
Different options for providing auditory feedback by reading out the labels of cells and list items when scanning

Touchscreen preferences

Touch Screen Filter
In touch screen mode use this option if you have a shaky finger and tend to touch the keys more than once in quick succession. This option works by requiring no touch screen activity for at least ½ second before a new touch screen event is registered.

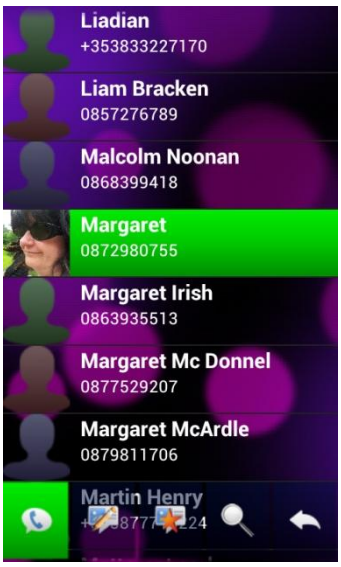
Disable Scrolling
In touch screen mode disable the scrolling feature of lists to avoid inadvertently sliding off the desired list entry.

4 Contacts

The Contacts application allows you to select a contact, dial a contact, text a contact and manage your contacts.

The options available depend upon what user level you have selected. With the user level set to **Beginner** it is only possible to dial a contact, whereas with the user level set to **Expert** it is possible to add and delete contacts.

After you select Contacts in the Homepage the contact window appears. Press your switch, joystick or the touch screen to start scanning down through the contacts. When you select a contact the contacts soft keys will appear giving you different options to choose from.



The contacts application with the user level set to Advanced and the contacts soft-keyboard visible.

Soft-Keyboard options

Dial contact
Dial the selected contact. If the speaker phone option is enabled it will automatically be turned on.

Write a text
Opens the text editor window and qwerty keyboard so that you can write a text message.

Send a quick text
Choose from a pre-defined list of “quick texts” to send to the chosen contact.

Manage contact
Opens up the Contact Manager soft-keyboard so that you can edit or delete the chosen contact or add a new contact.

Page up
Go up a page of contacts.

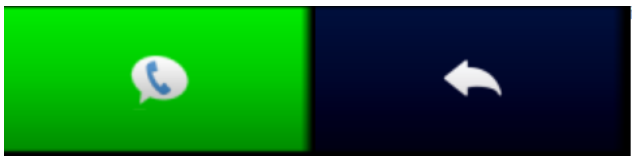
Page down
Go down a page of contacts.

Search Contacts
In Advanced and Expert mode you can search for a contact alphabetically rather than using page up and page down.

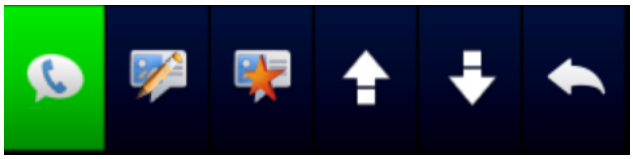
Go back
Return to the ClickToPhone homepage

Contacts Soft-Keyboards in the 4 different user levels

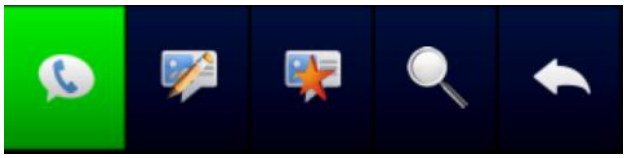
Beginner



Intermediate

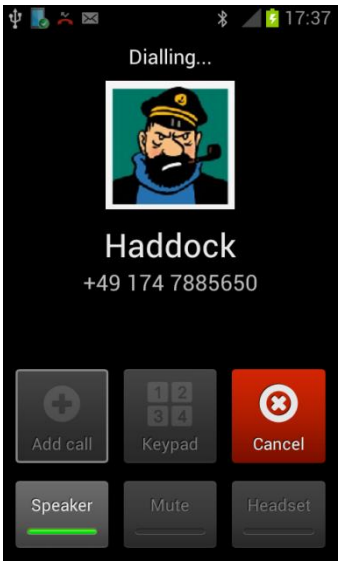


Advanced & Expert



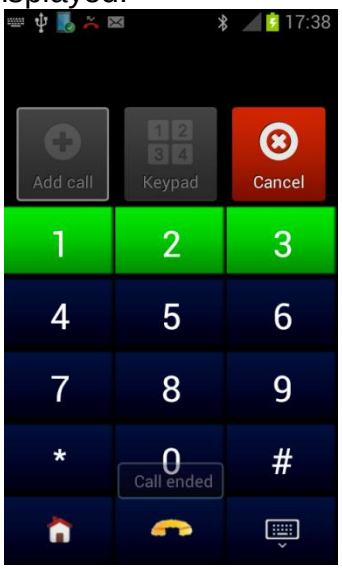
4.1 Dialing a Contact

After you select the **dial contact** key ClickToPhone launches the Android dialer application and automatically turns on the speaker phone if enabled.



To end a call press either your switch or the select button on your joystick. These act as the phone's hook function when a call is in progress.

If you have the **telephony keypad** preference enabled or if you are using the touch screen as a switch (set **scanning method** preference to **tap the screen**) then a telephony keypad is displayed.

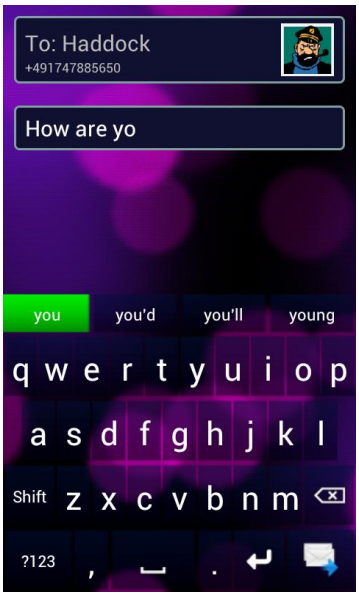


The telephony keypad allows you to enter numbers during a call, for example to top up your phone credit or to access your voice mail.

To end a call when the telephony keypad is visible select the **end-call** key .

4.2 Writing a text

After you select the **write a text** key ClickToPhone opens a text editor window and a text entry soft-keyboard.



The text entry soft-keyboard includes a 4 word prediction list in the top row. If the **word prediction** preference is enabled these keys will contain predictions for the current word you are typing and for the next word you are likely to type. The words you type are remembered so that over time ClickToPhone can predict words from your own vocabulary.

Other options for the text entry soft-keyboard include setting the **Keyboard Style** to either QWERTY or ABC and setting the **Key Repeat Interval**. These preferences are set by selecting **Project Settings** from the menu options of the ClickToPhone homepage and then choosing **Preferences->Text preferences**.

When you have finished typing the text choose the **post message** key . The text preview window will appear giving you an opportunity to go back and add more text, add the message to the quick text list, send the message or cancel the message.

Text preview soft-keyboard options

Send SMS
Send the SMS message to the contact and return to the contacts window.

Continue writing
Re-open the keyboard and continue writing.

Voice input
If you have **Voice Input** enabled use the Android voice recognition to write your message.

Add to quick texts
Add the written text to the list of quick texts so that it can be used frequently (available in expert user level only).

Cancel SMS
Cancel the SMS and go back to the contacts window.

After you have sent a text message a notification will indicate whether the text was sent successfully or not. If the SMS was not sent it will be added to the draft's folder. The drafts folder is only accessible when the **user level** is set to **advanced** or **expert**.

SMS notifications

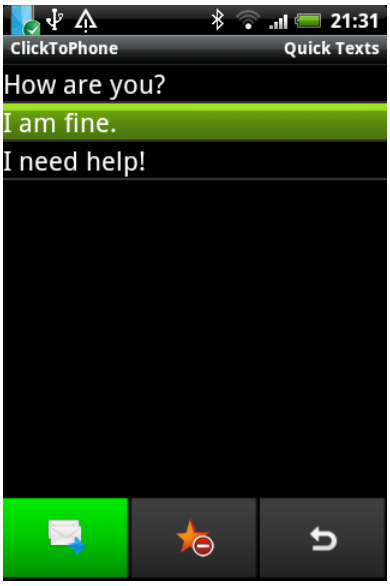
SMS sent
The SMS was sent successfully.

SMS delivered
The SMS was delivered to the recipient successfully.

SMS failed
The SMS was not sent and has been added to the drafts folder.

4.3 Sending a Quick text

After you select the **send a quick text** key ClickToPhone opens the quick text window.



Quick text soft-keyboard options

Send SMS
Send the quick text to the contact and return to the contacts window.

Delete quick texts
Delete this quick text (available in expert user level only).

Cancel SMS
Cancel the quick text SMS and go back to the contacts window.

4.4 Manage contact

After you select the **Manage contact** key ClickToPhone opens the manage contact soft-keyboard. This gives you different options for managing the chosen contact.

Manage contact soft-keyboard options

New contact
Create a new contact

Edit contact
Edit the current contact

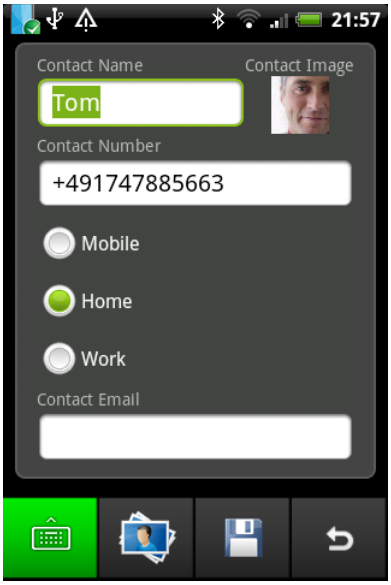
Delete contact
Delete the current contact.

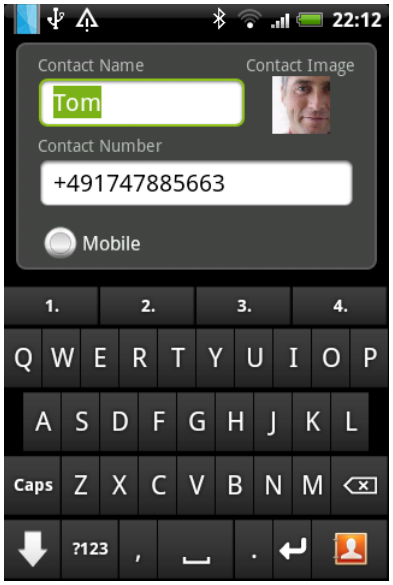
Back
Go back to the contacts window.

After you select the **New contact** or **Edit contact** key ClickToPhone opens the contact manager window and soft-keyboard.

The contact manager window allows you to specify the name, number, phone-type, email and thumbnail photo for a new or existing contact.

Note that the manage contact option is only available when the **user level preference** is set to **expert**.





Contact manager window with contact manager soft-keyboard and qwerty text keyboard options.

Contact manager options

Open keyboard
Open a text or numeric soft-keyboard to enter text or numbers.

Select photo
Select a photo for the contact to be displayed alongside the contact name.

Save contact
Save the contact details to the system contacts and return to the contacts window.

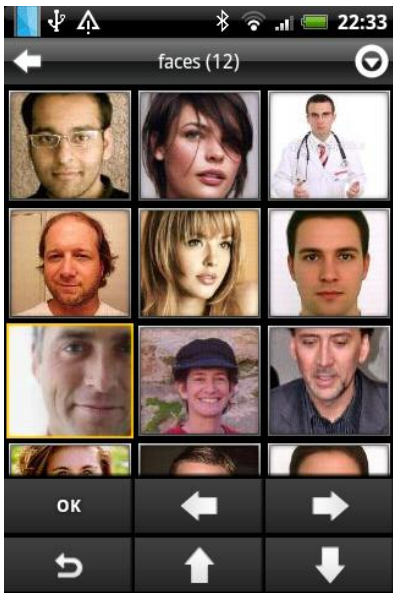
Next
Tab on to the next input field. Changes the focus from the contact name to the contact number to the phone type and so on.

Contact manager
Hide the text or numeric soft-keyboard and display the contact manager soft keys to save or cancel the current edits.

Back
Cancel any changes and go back to the contacts window.

4.4.1 Selecting a contact photo

After you select the **Select photo** key ClickToPhone launches the picture gallery application. When you do this for the first time, however, you will be asked to specify what picture gallery application to use. To prevent this dialog from appearing in the future check the '**Default App**' option before you choose the gallery of your choice.



The QuickPic picture gallery and ClickToPhone photo picker soft-keyboard.

Use the ClickToPhone photo picker soft keys to navigate to the photo of your choice and then choose the **OK** key.

Photo picker soft-keyboard options

Up/Down/Left/Right
Cursor controls that allow you to navigate the picture gallery albums and photographs

OK

OK
Ok key to open a particular album or select a photo and return to the contact manager

Back
Back to the previous page of the picture gallery or back to the contact manager

Note: We recommend using the QuickPic picture gallery app. See Chapter 11 for further details.

Preference Summary for this chapter
User Level The User level can be set to Beginner, Intermediate, Advanced or Expert.
Homepage preferences **Phone Functions->Contacts** Show the contacts application in the ClickToPhone homepage **Music, Gallery, Camera and Clock->Browsing pictures** The application to use for looking at pictures. We recommend that you use the free QuickPic application available free on the Android market or downloadable from our website.
Text preferences **Keyboard Style** The keyboard style can be set to QWERTY or ABC **Key Repeat Interval** If you keep your switch pressed after you select an alphanumeric key it will be repeated after a moment. **Word Prediction** Turn off or on the word prediction.
Telephony preferences **Enable Telephony** If you are using a tablet rather than a SmartPhone then you can disable the telephony functions. This means that the Dialer application and Call Contact soft keys will not appear. **Use Speaker-phone** Automatically switch on the speaker phone when making or answering a call.

Telephony keypad

Normally when you press your switch or joystick during a call then the call is ended. If this preference is enabled then instead of hanging up the call a telephony keypad is displayed. This enables you to enter numbers during a call.

Sms preferences

Voice Input

Use the Android voice recognition feature when writing texts.

5 Messages

The Messages application allows you to view your SMS messages, reply to messages, call the sender of a message, add the sender of an SMS to the address book and so on.

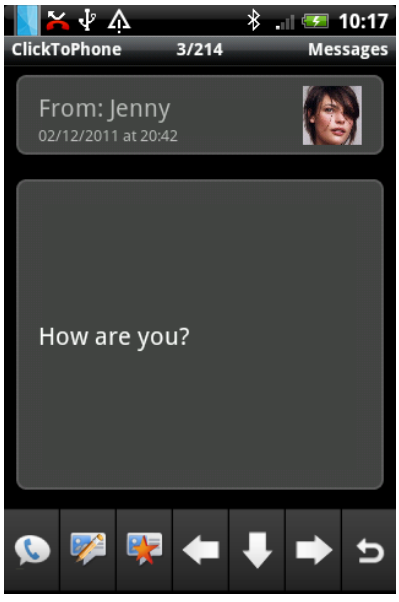
Note that the Messages application is not available when the **user level** is set to **Beginner**.

The options available depend upon what user level you have selected. With the **user level** set to **Intermediate** it is only possible to read and reply to messages in the Inbox whilst in **expert** mode it is possible to select between the different folders (Inbox, Draft, Sent) and to delete messages.

5.1 Viewing SMS messages

Intermediate User Level

After you select **Messages** in the Homepage the messages window and the messages soft keys appear. The message displayed is the most recently received SMS message. At the top of the screen is the name of the sender, the contact image and the date received. Below that is the body of the message. Depending on the scanning method, press your switch, joystick or the touch screen to start scanning the messages soft keys.



Messages soft keys in Intermediate user level

Dial sender
Call the sender of the message.

Reply
Opens the text editor window and qwerty keyboard so that you can reply to the sender with a new text message. See section 4.2 on how to write a text message.

Reply with a quick text
Choose between a pre-defined list of “quick texts” to send a quick reply to the sender. See section 4.3 on how to choose a quick text.

Previous
Open the previous message.

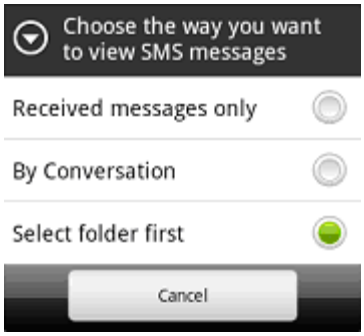
Down
Use this soft key to scroll down through long messages.

Next
Open the next message.

Back
Go back to the ClickToPhone homepage..

Advanced and Expert User Level

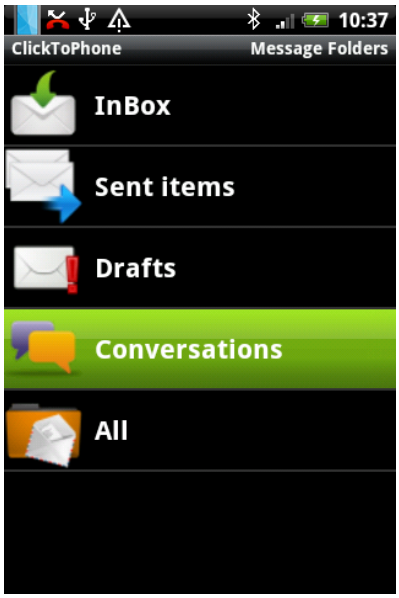
In advanced and expert modes it is possible to view the SMS messages in 3 different ways: **Received messages only**, **By Conversation** and **Select Folder First.** To set this option go to **Project Settings->SMS Preferences->Sms messages**.



When **Received messages only** is chosen it is only possible to view and reply to messages in the Inbox. This is the same functionality as in Intermediate user level.

When **By Conversation** is chosen it is possible to view the SMS messages by the conversation thread.

When **Select folder first** is chosen you must choose the SMS folder each time.



Depending on the scanning method, press your switch, joystick or the touch screen to start scanning down through the folders. Press your switch again to choose a folder. Two soft keys will appear allowing you to either open the chosen folder or return to the home page.

Message Folders soft keys

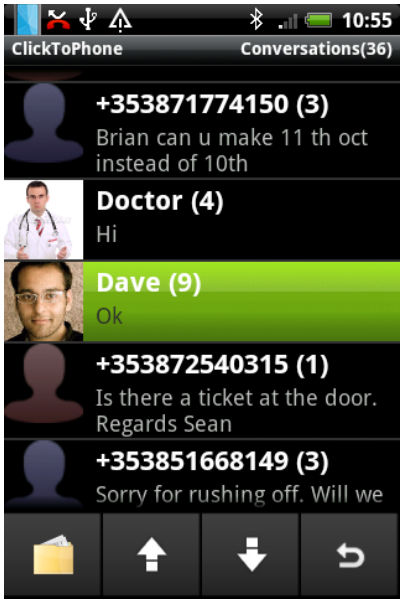
Open Folder
Open the folder to view the SMS messages.

Back
Go back to the ClickToPhone homepage..

5.2 Conversations

When the user level is set to **Advanced** or **Expert** you can view SMS messages by their conversation thread. This means that you can view all the messages sent to and received from a particular contact including any drafts that may have

been saved. Furthermore when you open the Conversation window the messages displayed in the list of conversation threads are the most recently received messages. The number in brackets after the contact name is the total amount of messages for that contact.



Conversation soft keys

Open Conversation
Open the messages window to view the SMS messages for that conversation.

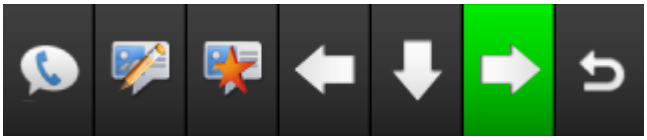
Page up
Go up a page of conversations.

Page down
Go down a page of conversations.

Back
Go back to the ClickToPhone homepage..

When you open a conversation the messages window is opened as described in section 5.1. The soft key options depend on whether you are in advanced or expert mode.

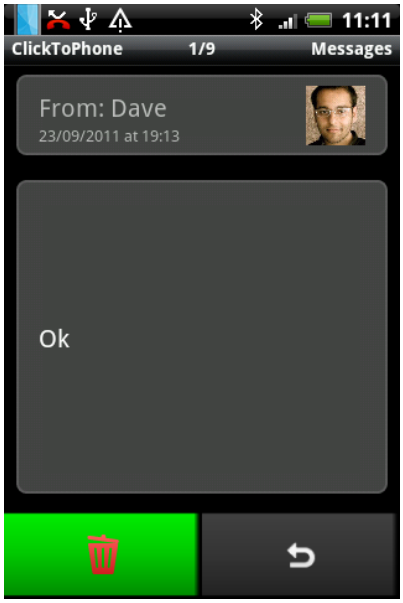
Advanced



Expert

5.3 Deleting and SMS

In **Expert** mode it is possible to delete SMS messages. To delete an SMS open the message and then select the **Delete SMS** soft key. Confirm that you want to delete the SMS by selecting the **Delete SMS** soft key a second time or cancel.



Confirm Delete soft keys

Confirm Delete
Delete this message from the current folder.

Cancel Delete
Go back the message soft keys.

5.4 Adding to Contacts

In **Expert** mode it is possible to add the sender of an SMS message to the list of contacts. Open the message and then select the **Add to Contacts** soft key.

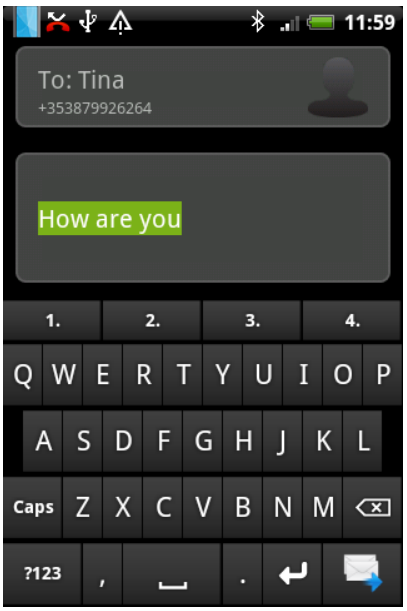
If the sender is not already in your contact list then the Manage contacts window is opened with the phone number of the sender inserted into the **Contact Number** field. See section 4.4 for further details on how to complete the **Add to Contact** process.

5.5 Re-Sending a Draft

In **Advanced** and **Expert** mode it is possible to re-send or re-write a draft message.

If a message fails to send due to insufficient credit or a network error it is automatically added to the drafts folder. You can view the draft messages in the draft folder or by conversation thread.

If you want to re-send a draft first open the message. Then, when you select the **Reply** soft key, the text editor window is opened with the draft message inserted into the body.



You can now either re-write the message by typing or re-send the message by choosing the **post message** soft key . See section 4.2 for further details on how to send a text message.

Preference Summary for this chapter
User Level The User level can be set to Beginner, Intermediate, Advanced or Expert.
Homepage preferences **Phone Functions->Messages** Show the messages application in the ClickToPhone homepage
Sms preferences **Sms messages**

Selects how you want to view Sms messages in advanced and expert modes. You can view Sms messages by going directly to the InBox, by choosing a folder first or viewing by conversation thread. Note that when you receive a new message opening the Messages application will bring you straight to the InBox to view the most recent message.

Read out SMS

Read out the incoming and outgoing text messages using the Android text-to-speech engine.

Voice Input

Use the Android voice recognition feature when writing texts.

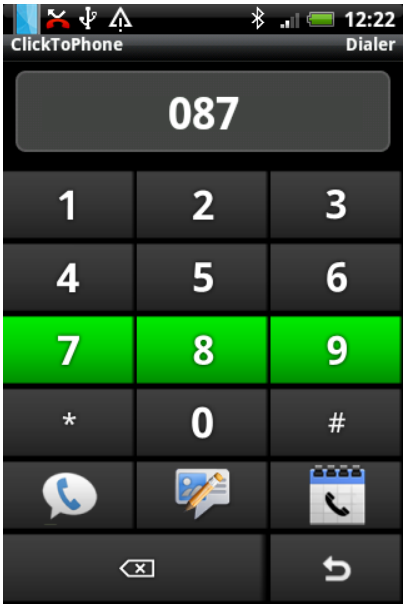
6 Phone

The Phone application allows you to dial specific numbers, send a text to a specific number and view the call history.

Note that the Phone application is not available when the user level is set to **Beginner** and that the Call History option is not available when the user level is set to **Intermediate**.

6.1 Dialing a number

After you select Phone from the ClickToPhone homepage the phone window and soft keyboard will appear. At the top of the window is a small text field where the number you type will appear. The rest of the screen is taken up with the phone soft keyboard.



Phone soft keys

0-9, *, #
Digits 0 – 9, * and #. If you type 00 a '+' symbol is automatically inserted for international calls.

Dial Number
Dial the number. See section 4.1 for further information on dialing a number and using the telephony keypad.

Send a text.
Opens the text editor window and qwerty keyboard so that you can send a text to the number. See section 4.2 on how to write a text message.

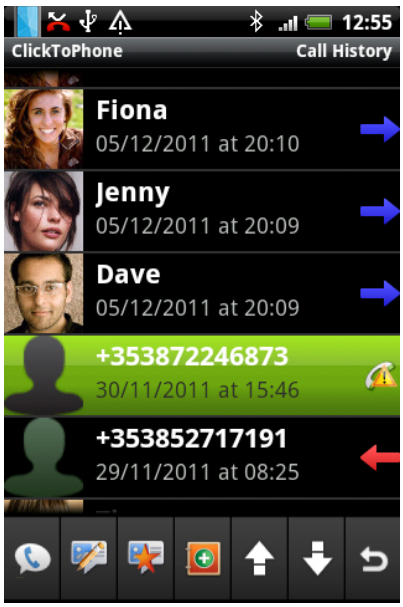
Call History
View the call history of outgoing, incoming and missed calls.

Backspace
Delete the last character typed.

Back
Go back to the ClickToPhone homepage..

6.2 Call History

In **Advanced** and **Expert** modes it is possible to examine the call history. After you select the **call history** soft key the call history window and call history soft keyboard will appear.



The list shows incoming calls, outgoing calls, missed calls and the time and date of each call.

Call history symbols

Incoming call
This was a call to your phone from another person that you answered.

Missed call
A call to your phone that you did not answer.

Outgoing call
An outgoing call that you made. Does not indicate whether it was answered or not.

When you choose a call the call history soft keys are displayed giving you different options to choose from.

Call History soft keys

Dial number
Call the number/contact

Send a text
Send a text to the number/contact. See section 4.2 on how to write a text message.

Send a quick text
Choose between a pre-defined list of “quick texts” to send a quick text to the number/contact. See section 4.3 on how to choose a quick text.

Add to Contacts
Open the contact manager window to add the number to the contact list. See section 4.4 for further details on how to complete the Add to Contact process.

Page up
Go up a page of calls.

Page down
Go down a page of calls.

Back
Go back to the ClickToPhone homepage..

Preference Summary for this chapter
User Level The User level can be set to Beginner, Intermediate, Advanced or Expert.
Homepage preferences **Phone Functions->Dialer**

Show the dialer application in the ClickToPhone homepage

Telephony preferences

Enable Telephony
If you are using a tablet rather than a SmartPhone then you can disable the telephony functions. This means that the Dialer application and Call Contact soft keys will not appear.

Use Speaker-phone
Automatically switch on the speaker phone when making or answering a call.

Telephony keypad
Normally when you press your switch or joystick during a call then the call is ended. If this preference is enabled then instead of hanging up the call a telephony keypad is displayed. This enables you to enter numbers during a call.

Enable Telephony
If you are using a tablet rather than a SmartPhone then you can disable the telephony functions. This means that the Dialer application and Call Contact soft keys will not appear.

Use Speaker-phone
Automatically switch on the speaker phone when making or answering a call.

7 SMS Alerts

Using Google's location service it is possible to send an SMS with the coordinates of your current location. This SMS can be sent to one of three mobile telephone numbers. ClickToPhone will try each of the three number until the SMS is delivered.

The SMS alert can be triggered either by a long click of the connected switch or by selecting the **Text my location** option from the homepage. In each case there is a 10 second countdown during which a switch press will abort the alert. This gives the user an opportunity to cancel the alert if it was selected my mistake.

Note: The SMS alert feature is not intended to be used as a patient alarm. It is simply a convenient way of alerting a friend or P.A. as to one's whereabouts rather than making a phone call. It is not failsafe for the following reasons:

1. The phone may be out of credit
2. The phone battery may be flat
3. The GSM signal may be poor
4. The HouseMate or ClickToPhone battery may be flat.

To enable an SMS alert

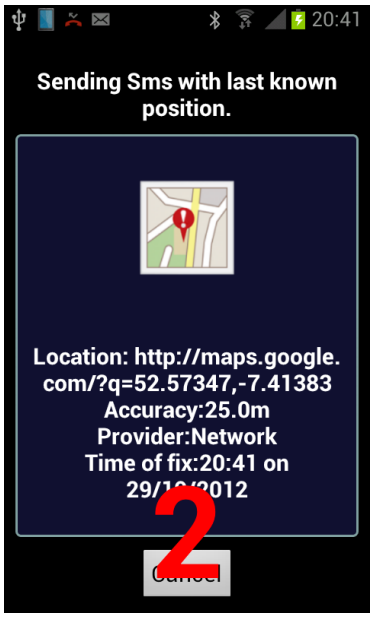
1. Choose Project Settings from the menu options in the ClickToPhone homepage and then choose **Preferences->Homepage preferences->Alerts, Reminders, Speech->SMS Alert**

2. To be able to send the alert from the homepage select the **Include in homepage** option.

3. Enter a contact number for the **Telephone Numbers** preference and an optional message.

4. Select the back softkey to navigate back to the ClickToPhone homepage. The **Text my location** option will appear.

5. When **Text my location** is selected the following window will appear with a ten second count down.



Your location is determined with whatever location provider has been enabled on your phone. This can be either a network or gps provider. Gps provides the greatest accuracy but consumer more battery. Network provider is enabled by default. To enable the GPS provider launch the **Settings** app on your phone and then choose **Location services** and enable **Use GPS satellites.**

Preference Summary for this chapter

Homepage preferences->Alerts, Reminders, Speech->SMS Alert

Activate on long click
Send the SMS alert after a long click of the switch. The length of time to hold for can be set from 4 to 8 seconds.

Include in homepage
Activate the alert from the ClickToPhone homepage.

Notification sound
Select a notification sound to play when the SMS alert is triggered.

Auto-answer next call
Automatically answer the next phone call after the alert is send.

Telephone Numbers
The telephone numbers to try an send the alert to. Cycles through each number until one is delivered.

Message
An optional message to include with the alert.

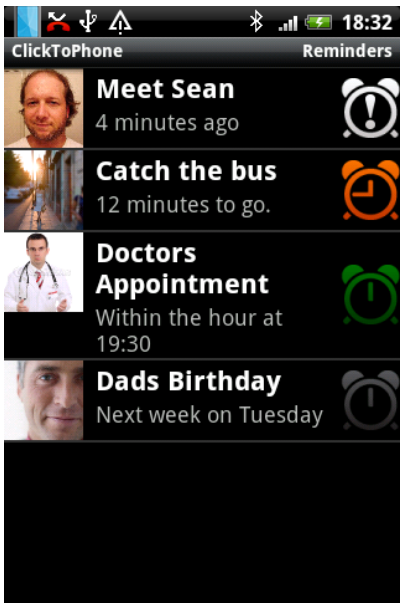
8 Reminders

The Reminders applications allows you to set any number of reminders or alarms to remind you of upcoming events. It is possible to set once-off, daily, weekly, monthly and yearly reminders and to choose a sound or music file to play when the reminder falls due. You can also set options to trigger the reminder 15 minutes, 30 minutes, 1 hour and 2 hours before the event takes place. This allows you to schedule your day whilst giving you enough time to prepare for the next event.

Although the Reminder application is accessible in any user level a switch user can only add reminders when the **user level** is set to **expert**. You can also create and edit reminders through the menu options in any user level.

8.1 Using Reminders

After you select **Reminders** from the ClickToPhone homepage the Reminders window will appear.



The reminders are displayed in a list with a picture, a name, the date and time of the reminder and a clock symbol representing whether the reminder has elapsed or when it is due according to the table below.

Reminder clock symbols

Reminder is in the past
A white clock symbol with an exclamation mark indicates that the reminder is in the past. The date and time when the reminder elapsed is below the name of the reminder.

Reminder has elapsed
A red clock on the hour indicates that the event has just elapsed.

15 minutes
An orange clock indicates that the event is due to take place in less than 15 minutes.

30 minutes
A yellow clock indicates that the event is due to take place in less than 30 minutes.

45 minutes
A light green clock indicates that the event is due to take place in less than 45 minutes.

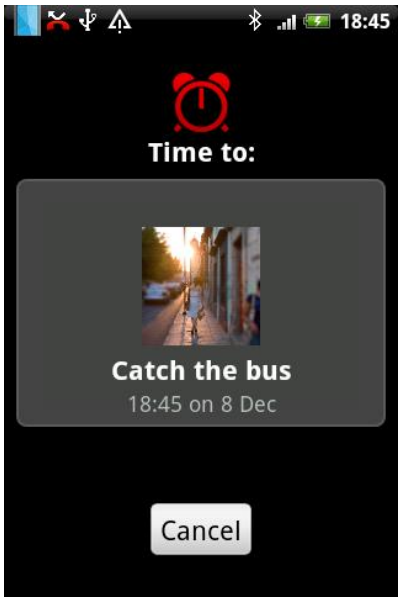
1 hour
A dark green clock indicates that the event is due to take place in less than 1 hour.

Today
A blue clock indicates that the event is due to take place today.

In the future
A dark gray clock indicates that the event is due to take place sometime in the future.

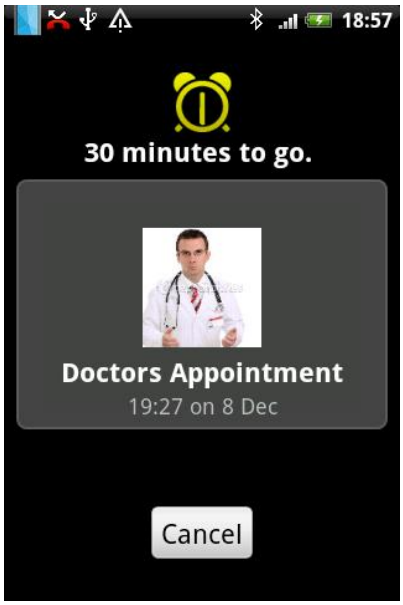
Depending on what reminder preferences have been chosen the phone will ring, vibrate and/or play a music track or sound file when the reminder is due. If the phone is asleep it will wake up and a pop-up window will display the reminder.

You must cancel the reminder to stop the sound playing and return to normal operation. After you cancel the reminder it is automatically rescheduled if it is a recurring reminder or deleted if it is a once-off reminder and the **Delete once off reminders** preference is enabled.



The pop-up window when a reminder has elapsed

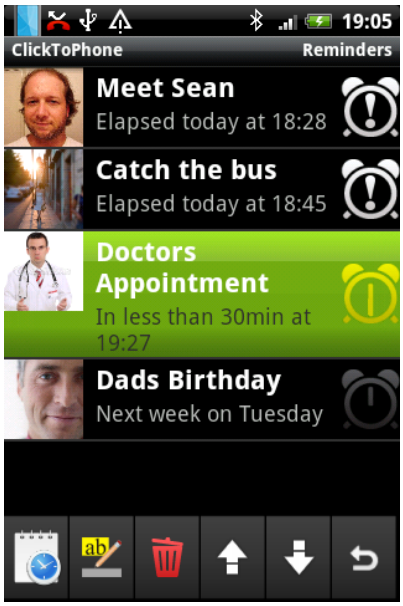
Within the reminder preferences it is possible to set whether or not you get a reminder before the event is due. For example you can have a reminder 30 minutes beforehand and/or when the event is due. The purpose of this feature is to allow you to prepare for the forthcoming event and give you some fore-warning that it is about to occur. In the example screen shot below it is 30 minutes to the doctor's appointment.



Note that, even when you cancel this reminder, the notification will go off again at the appointed time, i.e. in 30 minutes in the above example.

8.2 Managing Reminders

When you select a reminder the reminder soft keys will appear. These give you different options for editing and creating the reminders. Note that the **user level** needs to be set to **expert** in order to edit or create reminders using a switch and scanning. If you are not in expert mode and wish to add or edit a reminder then use the menu options.



Reminder soft keys

New reminder
Create a new reminder.

Edit reminder
Edit the currently selected reminder.

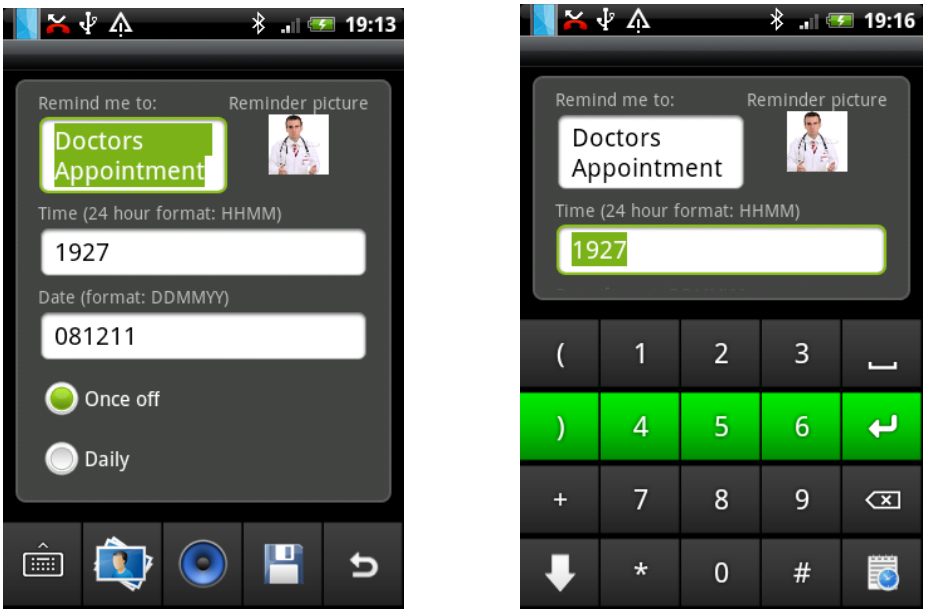
Delete reminder
Delete the currently selected reminder.

Page up
Go up a page of reminders.

Page down
Go down a page of reminders.

Back
Go back to the ClickToPhone homepage..

After you select the **New reminder** or **Edit reminder** soft key ClickToPhone opens the reminder editor window and soft-keyboard.



Reminder editor window soft keys and numeric keyboard options.

Reminder Editor options

Open keyboard
Open a text or numeric soft-keyboard to enter text or numbers.

Select photo
Select a photo for the reminder to be displayed alongside the reminder name.

Select Track/Sound file
Select a music track or sound file that will be played when a reminder is due.

Save reminder
Save the reminder details and return to the reminders window.

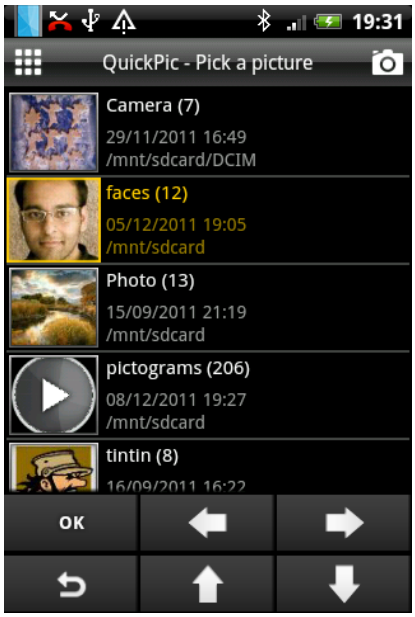
Next
Tab on to the next input field. Changes the focus from the reminder name to the reminder time to the reminder date and so on.

Edit reminder
Hide the text or numeric soft-keyboard and display the edit reminder soft keys to save or cancel the current edits.

Back
Cancel any changes and go back to the reminders window.

8.3 Selecting a reminder photo

After you select the **Select photo** key ClickToPhone launches the picture gallery application. The procedure for selecting a photo is the same as when you select a contact photo. See section 4.4.1 for more details.



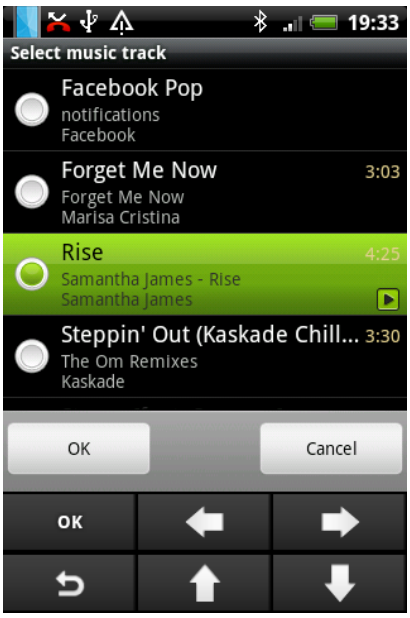
The QuickPic album page and the ClickToPhone photo picker soft keys.

8.4 Selecting a Sound

After you select the **Select a Sound** soft key ClickToPhone launches the music player application in 'picker' mode so that you can choose a sound file or music track. When you do this for the first time, however, you will be asked to specify what music player application to use. To prevent this dialog from appearing in the future check the '**Default App**' option before you choose the music player of your choice.

Useful Tip: It is possible to record your own voice reminders using the Voice

Recorder application and then use these as the reminder sounds



Sound picker soft keys

Up/Down/Left/Right
Cursor controls that allow you to navigate the sound picker application and choose a sound file.

OK

OK
Ok key to select a sound track and to select the OK button (once it has the focus) and return to the edit reminder window.

Back
Cancel the sound picker and go back to the edit reminder window.

Note: We recommend using the Android Music app. See chapter 10 for further details.

Preference Summary for this chapter

User Level
The User level can be set to Beginner, Intermediate, Advanced or Expert.

Homepage preferences

Music, Gallery, Camera and Clock->Playing Music
The application to use for playing music files. We recommend that you use the stock Android Music player which is installed with ClickToPhone under **sdcard\clicktophone\extras\bundle**

Music, Gallery, Camera and Clock->Browsing pictures

The application to use for looking at pictures. We recommend that you use the QuickPic application which is installed with ClickToPhone under **sdcard\clicktophone\extras\bundle**

Homepage preferences->Alerts, Reminders, Speech->Reminders

Reminders

Show the reminder application in the ClickToPhone homepage.

Alarm sound

Play an alarm sound when the reminder is due. The alarm sound is a short bell sample.

Vibrate phone

Vibrate the phone when a reminder is due.

Delete once off reminders

Automatically delete the once off reminders after they have elapsed.

Hide date and time

Hide the date and time in the list of reminders to simplify the display. You can use the color of the clock icons as a queue to when a reminder is due.

At the scheduled time

Activate the alarm at the scheduled time.

15 minutes beforehand

Activate the alarm 15 minutes before the event is due.

30 minutes beforehand

Activate the alarm 30 minutes before the event is due.

1 hour beforehand

Activate the alarm 1 hour before the event is due.

2 hours beforehand

Activate the alarm 3 hours before the event is due.

9 Text To Speech

The Text To Speech application allows you write a text and then speak it using the installed Android text to speech engine.

The Text To Speech application is not intended to be a fully featured communication device but can provide a means of communicating a message in certain circumstances.

To use text to speech you must have a text to speech engine installed on your phone or tablet. In the phone's settings choose **Voice Input & Output->Text-to-speech settings.** You can also visit the Android market for a list of text to speech engines.

9.1 Using text to speech

After you select **Text To Speech** from the ClickToPhone homepage the text-to-speech window and soft keys will appear. Initially there is no text, only the softkeys.

Text-to-speech soft keys

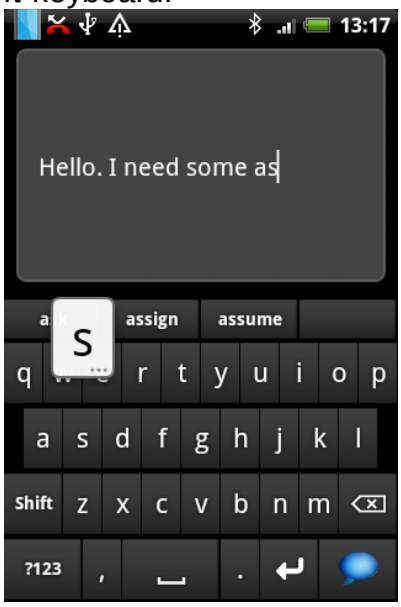
Speak the text
Speaks the written text

Write a text
Opens up a text editor window so that you can write a text to speak.

Speak a quick text
Choose between a pre-defined list of "quick texts" to speak. See section 4.3 on how to choose a quick text.

Back
Go back to the ClickToPhone homepage..

After you select the **write a text** soft key ClickToPhone opens a text editor window and a text entry soft-keyboard.



The text entry soft-keyboard includes a 4 word prediction list in the top row. If the **word prediction** preference is enabled these keys will contain predictions for the current word you are typing and for the next word you are likely to type. The words you type are remembered so that over time ClickToPhone can predict words from your own vocabulary.

When you have finished typing the text choose the **speak** key. The text-to-speech soft keys will re-appear giving you an opportunity to review the text and add edit it before you choose to speak it.

Preference Summary for this chapter
User Level The User level can be set to Beginner, Intermediate, Advanced or Expert.
Homepage preferences **Alerts, Reminders, Speech->Text To Speech** Include the Text To Speech application in the ClickToPhone homepage.

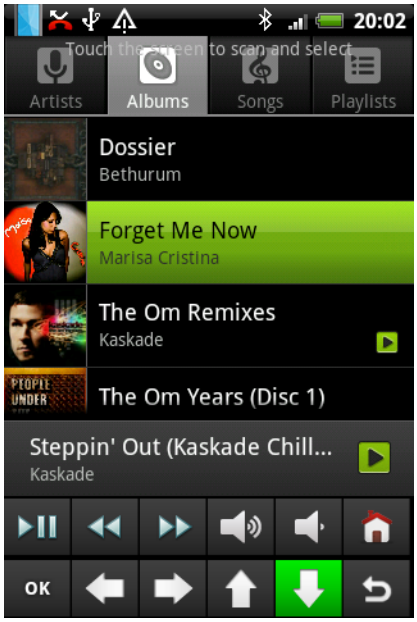
10 Music Player

The Music Player application allows you to play the music files stored on your SD card. When you select **Music** from the ClickToPhone homepage the phone's music player application is launched along with a set of specially chosen soft keys.

It is important to understand that unlike the previous applications discussed so far the music player is not a part of the ClickToPhone application itself but a separate program that is launched by ClickToPhone. As such it is beyond the scope of this manual to fully explain the music player application but only the ClickToPhone soft keys that you use to control it.

Note: We recommend using the Android Music app which is installed with ClickToPhone under **sdcard\clicktophone\extras\bundle** or available to download free from the Android market or at www.click2go.ie

10.1 Using the Music Player



The music player soft keys are displayed at the bottom of the screen. These give you all the functions you need to navigate and control the Android Music player application.

Music player soft keys

Play/Pause
Play or pause the currently selected music track.

Previous Track
Go back to the previous track.

Next Track
Go forward to the next track.

Volume Up
Equivalent to pressing the volume up key on your phone.

Volume Down
Equivalent to pressing the volume down key on your phone.

Home
Go back to the ClickToPhone homepage..

OK
OK
Ok key to select an album or track.

Left
Equivalent to pressing the left arrow key.

Right
Equivalent to pressing the right arrow key.

Up
Equivalent to pressing the up arrow key.

Down
Equivalent to pressing the down arrow key.

Back
Equivalent to pressing the back key on your phone.

Preference Summary for this chapter
User Level The User level can be set to Beginner, Intermediate, Advanced or Expert.
Homepage preferences **Music, Gallery, Camera and Clock->Playing Music** The application to use for playing music files. We recommend that you use the stock Android Music player which is installed with ClickToPhone under **sdcard\clicktophone\extras\bundle**

11 Photo Album

The Photo Album application allows you to view the photographs and images stored on your SD card. When you select **Gallery** from the ClickToPhone homepage the phone's photo album application is launched along with a set of specially chosen soft keys.

It is important to understand that like the music player, the photo album is not a part of the ClickToPhone application itself but a separate program that is launched by ClickToPhone. As such it is beyond the scope of this manual to fully explain the photo album application but only the ClickToPhone soft keys that you use to control it.

Note: We recommend using the QuickPic photo album app which is installed with ClickToPhone under **sdcard\clicktophone\extras\bundle** or available to download free from the Android market or at www.click2go.ie

11.1 Using the Photo Album

The QuickPic photo album application showing choosing an album, Choosing a picture within the album and finally viewing the photo itself.

The photo album soft keys are displayed at the bottom of the screen. These give you all the functions you need to navigate and control the photo album application.

Music player soft keys

OK
Ok key to select an album or picture.

Left
Equivalent to pressing the left arrow key.

Right
Equivalent to pressing the right arrow key.

Home
Go back to the ClickToPhone homepage..

Back
Equivalent to pressing the back key on your phone.

Up
Equivalent to pressing the up arrow key.

Down
Equivalent to pressing the down arrow key.

Hide
Hide the soft keys so that you can view the full picture. The soft keyboard will reappear when you press your switch or joystick or automatically in Tap the Screen mode.

Preference Summary for this chapter
User Level The User level can be set to Beginner, Intermediate, Advanced or Expert.
Homepage preferences **Music, Gallery, Camera and Clock->Browsing pictures** The application to use for looking at pictures. We recommend that you use the free QuickPic application which is installed with ClickToPhone under **sdcard\clicktophone\extras\bundle**

12 Camera

The Camera application allows you to take photographs. When you select **Camera** from the ClickToPhone homepage the phone's camera application is launched.

Two soft keys allow you to either take a picture or return to the ClickToPhone homepage. You can take more than one picture before returning to the ClickToPhone homepage. To view the photos you have taken open the Gallery application from the ClickToPhone homepage.

Camera soft keys

Shoot
Take a picture and store it on the SD card.

Home
Go back to the ClickToPhone homepage..

Preference Summary for this chapter
User Level The User level can be set to Beginner, Intermediate, Advanced or Expert.
Homepage preferences **Music, Gallery, Camera and Clock-> Taking photographs** The application to use for taking pictures. We recommend that you use the free QuickSnap application which is installed with ClickToPhone under **sdcard\clicktophone\extras\bundle**

13 Clock

The Clock application allows you to view the time. When you select **Clock** from the ClickToPhone homepage the phone's clock application is launched.

Note that there are no soft keys associated with the Clock application. It is intended to give you a simple way of reading the time. If you wish to control some of the Clock applications features you can launch it from the Applications window in expert mode. See chapter 13 for further details.

To return to the ClickToPhone homepage press your switch or joystick. In touch screen mode, when the scanning method preference is set to Tap-the-screen, ClickToPhone will automatically re-appear after 10 seconds.

Preference Summary for this chapter
User Level The User level can be set to Beginner, Intermediate, Advanced or Expert.
Homepage preferences **Music, Gallery, Camera and Clock-> Clock** The application to use for showing the time. We recommend that you use the free DeskClockPlus application which is installed with ClickToPhone under **sdcard\clicktophone\extras\bundle**

14 Applications

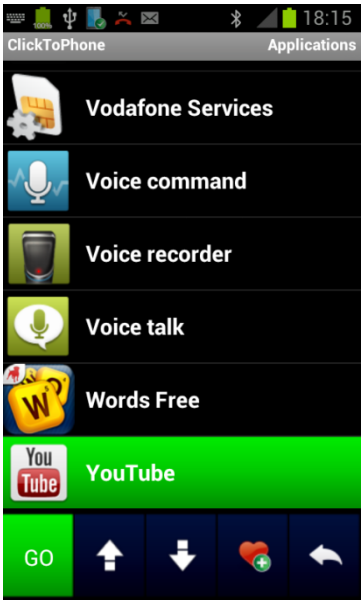
The Applications window allows you to select, launch and then control some of the features of the other applications installed on your phone. ClickToPhone achieves this by displaying a set of carefully chosen soft keys that allow you to simulate pressing keys, for example the up, down and ok soft keys.

It is important to understand that, unless you are using HouseMate+ hardware, it is not possible to fully control all the features of other applications through ClickToPhone. This is because most applications require some level of touch screen input to support certain features.

That said, it is still possible to control lots of applications adequately. Android Music, QuickPic, YouTube, Facebook, Aldiko (book reader) to name but a few. You will find a list of applications that work well with ClickToPhone on our website.

14.1 Launching another application

After you select **Applications** from the ClickToPhone homepage the Applications window will appear.



After you select an application from the list the application soft keys will appear.

Application soft keys

GO **Launch Application**
Launch the application along with the expert soft keyboard.

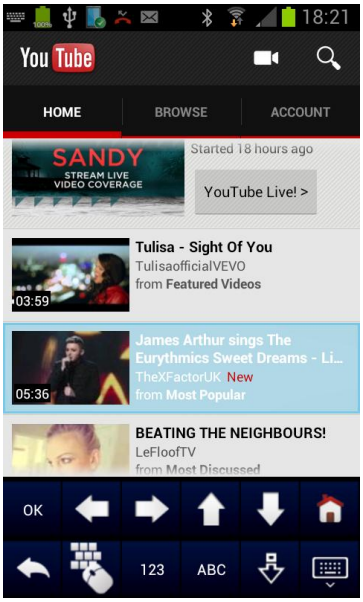
Page up
Go up a page of applications.

Page down
Go down a page of applications.

Add to Favorites
Add the application to the list of favorites.

Back
Go back to the ClickToPhone homepage..

After you select **GO** the application will be launched and a set of expert soft keys will appear. You use these keys to control the application.



Two views of the YouTube application. On the left the up/down arrow keys are used to select and play a video. On the right the expand expert keyboard preference has been enabled giving access to more advanced functions such as search, menu and home keys.

Expert soft keys

OK **OK**
Ok key to select an album or track.

Left
Equivalent to pressing the left arrow key.

Right
Equivalent to pressing the right arrow key.

Up
Equivalent to pressing the up arrow key.

Down
Equivalent to pressing the down arrow key.

Home
Go back to the ClickToPhone homepage..

Back
Equivalent to pressing the back key on your phone.

Mouse pointer mode
Enter mouse pointer mode. See section 13.4 below for details.

Numeric keyboard
Opens up a number keyboard so that you can enter numbers.

Text keyboard
Opens up a text keyboard so that you can enter text.

Scan down
Performs a series of Down commands. When you press your switch or joystick the scanning stops followed by an OK command. Very useful for scanning down a list of items and selecting one. If you don't press your switch the scanning will stop after 30 seconds.

Hide
Hide the soft keys so that you can view the full screen. The soft keyboard will reappear when you press your switch or joystick or automatically in Touch Screen mode.

The following soft keys are only available when you enable the **Expand Expert Keyboard** preference.

Play/Pause
Play or pause the currently loaded media.

Volume Up
Equivalent to pressing the volume up key on your phone. When controlling book reader applications this usually advances the page.

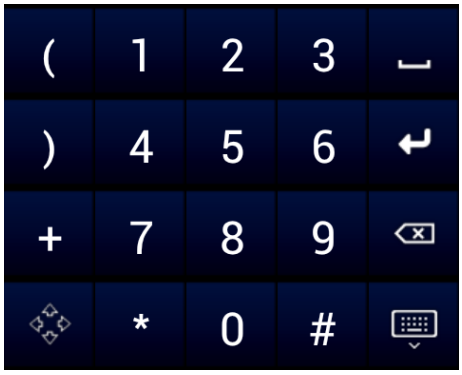
Volume Down
Equivalent to pressing the volume down key on your phone. When controlling book reader applications this usually goes back a page.

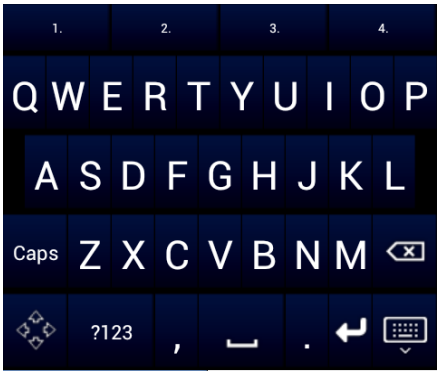
Search
Equivalent to pressing the search key on your phone. Can have a different effect in different applications and should be used with caution.

Menu
Equivalent to pressing the menu key on your phone. Observe caution using this key because in most cases the menu keys will cover the soft key (this is because the Android menu is in fact a soft keyboard). However, on some applications, such as Aldiko, it can be used to access the applications menu commands.

Home
Equivalent to pressing the home key on your phone. Brings you to the phone's home screen.

14.2 Numeric and Text keyboards



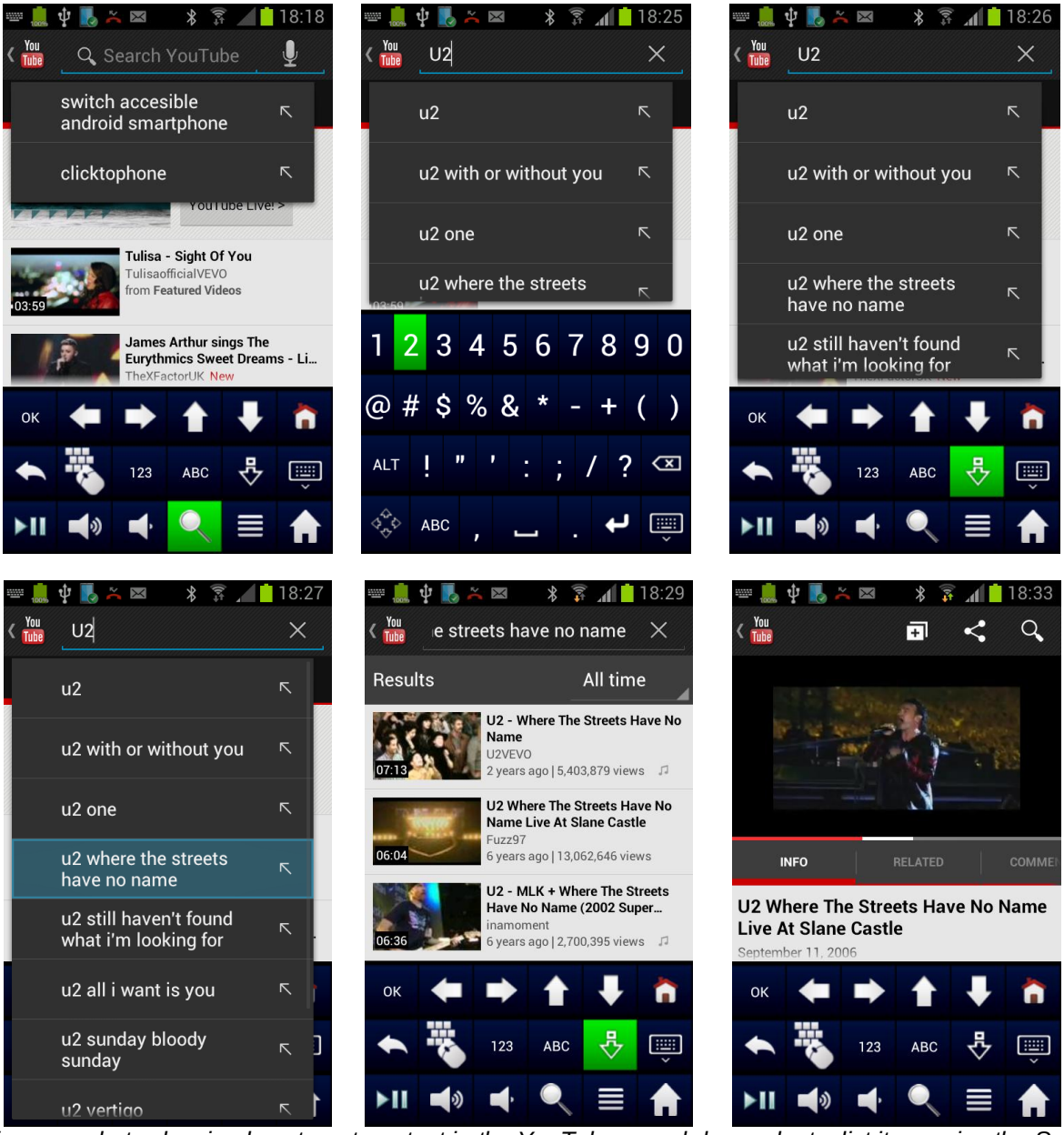


The numeric and text soft keyboards for entering text into other applications. Use the arrow keys in the expert keyboard to navigate to the text input or search field.

The following soft key appears on the numeric and text keyboards to allow you to return to the expert soft keyboard.

Expert keyboard
Return to the expert soft keyboard.

14.3 YouTube example


Search YouTube
switch accesible android smartphone
clicktophone
Tulisa - Sight Of You
TulisaofficialVEVO
from Featured Videos
James Arthur sings The Eurythmics Sweet Dreams - Li...
TheXFactorUK New
U2
u2
u2 with or without you
u2 one
u2 where the streets
u2 where the streets have no name
u2 still haven't found what i'm looking for
u2 all i want is you
u2 sunday bloody sunday
u2 vertigo
e streets have no name
Results
All time
U2 - Where The Streets Have No Name
U2VEVO
2 years ago | 5,403,879 views
U2 Where The Streets Have No Name Live At Slane Castle
Fuzz97
6 years ago | 13,062,646 views
U2 - MLK + Where The Streets Have No Name (2002 Super...
inamoment
6 years ago | 2,700,395 views
INFO
RELATED
U2 Where The Streets Have No Name Live At Slane Castle
September 11, 2006

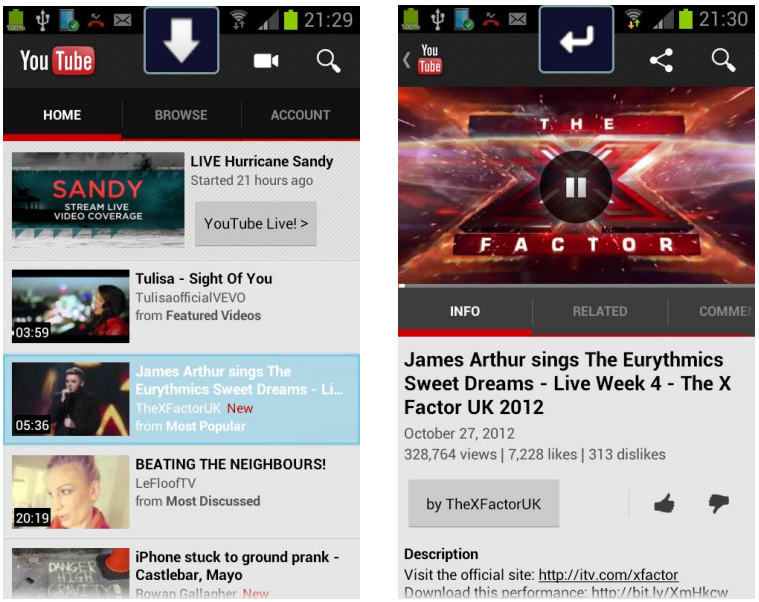
A series of screen shots showing how to enter a text in the YouTube search bar, select a list item using the Scan down key, then using the Scan down key again to choose a video from the results list and, finally, watching the clip.

14.4 Mouse pointer mode

Mouse pointer mode, or mouse/keyboard mode, to be more accurate is a different type of expert mode whereby key functions for manipulating other applications are displayed one at a time in a small square frame at the top of the screen. When you press your switch a series of symbols are displayed and when you press your switch again the function represented by the currently displayed symbol is carried out.

Mouse pointer mode is useful when you want to control dialog boxes and/or do not require a full soft keyboard to be visible. It is also the method by which you control the Android mouse pointer if you are connected to HouseMate+ hardware.

When you select the symbol from the expert keyboard mouse pointer mode is enabled. The soft-keyboard will disappear and a small frame and symbol will appear at the top of the screen.



Using mouse pointer mode to select a YouTube entry and play it.

14.4.1 Mouse pointer mode with ClickToPhone or HouseMate hardware

Below is the list of symbols and their meaning that you can use when you are connected to ClickToPhone or HouseMate hardware. Note that some functions are restricted to use within the ClickToPhone application (identified by a '**C**' in right hand column) and are only visible when you are editing settings. See section 16.3 for more details on editing your settings.

Mouse Pointer Mode symbols and meaning

Home
Equivalent to pressing the phone's home soft key

Menu
Equivalent to pressing the phone's menu soft key

Key Up
Similar to pressing the up arrow key. Use the arrow keys to quickly navigate lists and to move the focus around the screen. Often this is more efficient than moving the mouse pointer.

Key Right

Key Down

Key Left

Enter Key
Similar to pressing the Enter or Return key and will select whatever item has been highlighted using the arrow keys i.e. whatever control has the focus.

Back key
Equivalent to pressing the phone's back soft key.

Show soft-keyboard
Open the soft-keyboard for entering text and so on.

Hide soft-keyboard

Exit mouse pointer mode
Exit mouse pointer mode and go back to scanning the current soft-keyboard.

Additional "ClickToPhone app only" symbols

Switch to mouse mode **C**

You can toggle between a mouse and a keyboard mode. Mouse mode enables you to move the mouse pointer and make clicks. Keyboard mode enables you to send up/down/left/right and enter key events.

Switch to Keyboard mode **C**

Switch back to keyboard mode.

Move mouse pointer up **C**

Select to move the mouse pointer up. Press your switch again to stop the mouse pointer moving.

Move mouse pointer right **C**

Move mouse pointer down **C**

Move mouse pointer left **C**

Mouse click/Drag mode **C**

Equivalent to clicking on the screen at the location of the mouse pointer.

If you keep holding your switch when you select this symbol the mouse pointer will change to a mouse drag symbol and you are in drag lock mode. Then you can release your switch and use the arrows to drag on the screen – for example to scroll a list upwards. To release the drag lock select this symbol again.

Note: It is not possible with ClickToPhone or HouseMate hardware to control modal dialogs and menus of other applications. This is because the key events are being generated by the soft keyboard service rather than a physical keyboard. You can, however, use the back key and the home key and in this way you should not get "stuck". If you wish to control modal dialogs and menus then you need to change to HouseMate+ hardware.

14.4.2 Mouse pointer mode with HouseMate+ hardware

HouseMate+ hardware contains a Bluetooth HID mouse module. If you're smart-phone supports Bluetooth mice then you can fully control the Android mouse pointer and use the phone as if you were touching the screen.

The HouseMate+ in combination with ClickToPhone software allows you to fully control all Android applications.

All the symbols of the previous section as well as the following additional symbols can be used with HouseMate+:

Additional HouseMate+ symbols and meaning

Move mouse pointer up and right
Use a cross-hairs to move the mouse pointer up and to the right. .

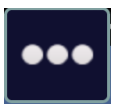
Move mouse pointer down and right

Move mouse pointer down and left

Move mouse pointer up and left

Mouse click/Drag mode
Equivalent to clicking on the screen at the location of the mouse pointer.

If you keep holding your switch when you select this symbol the HouseMate+ hardware will beep after a moment indicating that you are in drag lock mode. Then you can release your switch and use the arrows to drag on the screen – for example to scroll a list upwards. To release the drag lock select this symbol again.



Swipe functions
Choose a swipe function

Swipe right
Equivalent to swiping your finger across the screen from left to right. Use this to change home page screens.

Swipe left
Equivalent to swiping your finger across the screen from right to left.

Swipe up
Equivalent to swiping your finger up the screen from bottom to top. Use this function to advance lists.

Swipe down
Equivalent to swiping your finger down the screen from top to bottom.

Cardinal movements
When you have enabled both methods of mouse movements this symbol indicates that the current mouse move method is by cardinal direction..

Crosshair movements
When you have enabled both methods of mouse movements this symbol indicates that the current mouse move method is by cross hairs.

Note: The keyboard and mouse events generated using HouseMate+ are coming from the Bluetooth module within the hardware as if you were connected to an wireless keyboard or mouse. Unlike ClickToPhone or HouseMate hardware this allows you to control modal dialogs and menus.

The examples below shows using the crosshairs mode to control a chess app with HouseMate+.on a Samsung S3.

Positioning the mouse pointer over the chess app and clicking it. Then moving the cross hairs to the play button and clicking it.

Positioning the mouse pointer over the King and clicking it to make a move.

The example below shows using mouse pointer mode to select an option from the home screen's menu options.

14.4.3 Automatic Pointer mode

Sometimes when you are controlling another application with the soft-keyboard it can become obscured by either a modal dialog or a menu. If the **Automatic Pointer** preference is enabled, then, once you start scanning ClickToPhone will detect this and automatically enter mouse pointer mode to allow you to cancel or control the dialog or menu.

If **Automatic Pointer** preference is disabled then there are two options depending on what hardware you are using:

1. ClickToPhone and HouseMate hardware
   Make a long press of your switch to go back to the ClickToPhone app.

2. HouseMate+ hardware
   Make a long press of your switch to start Mouse Pointer mode.

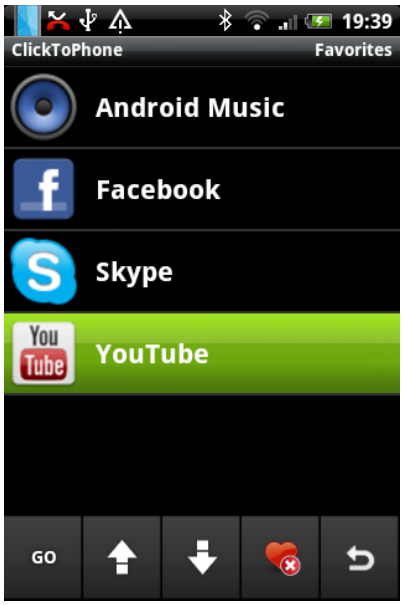
Note: The Automatic Pointer feature is currently unsupported in Android Jelly Bean.

Preference Summary for this chapter
User Level The User level can be set to Beginner, Intermediate, Advanced or Expert.
Homepage preferences **Other Applications->Favorites** Show the favorites application in the ClickToPhone homepage. **Other Applications->Applications** Show the Applications application in the ClickToPhone homepage.
Behavior preferences **Expand expert keyboard** In expert mode include and extra row of soft keys with more advanced functions such as the menu and home soft keys. This will give you more control over other applications. **Automatic Pointer** In expert mode automatically start pointer mouse if the soft keyboard becomes obscured.
Housemate preferences->HouseMate+ **Mouse Speed** The speed at which the mouse pointer and cross hairs move on the screen. For best results set the system pointer speed to maximum and adjust the mouse speed with this settings. **Swipe Speed** The speed of the swipes. **Mouse movements** You can move the android mouse pointer by cardinal direction (up/down/left/right only) or in a 2 step process using the cross hairs. **Simulate Back key** Some devices do not respond to the back key event from wireless keyboards and mice. Enable this option if you are having problems to simulate the back key a different way.

15 Favorites

The Favorites application allows you to select, launch and then control some of the features of the your favorite applications. The applications listed under favorites are selected from within the Applications application. See Chapter 14 for details.

The process by which you select, launch and control an application is the same as that described in the previous chapter.



Favorite soft keys

GO **Launch Application**
Launch the application along with the expert soft keyboard.

Page up
Go up a page of favorites.

Page down
Go down a page of favorites.

Remove to Favorites
Remove the application from the list of favorites.

Back
Go back to the ClickToPhone homepage..

Preference Summary for this chapter
User Level The User level can be set to Beginner, Intermediate, Advanced or Expert.
Homepage preferences **Other Applications->Favorites** Show the favorites application in the ClickToPhone homepage.

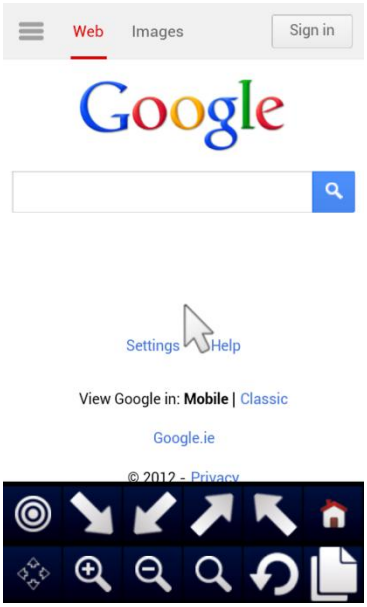
16 Internet

The Internet application allows you to browse the internet using your switch, joystick or by tapping the screen. When you select **Internet** from the ClickToPhone homepage the Internet window and Internet soft keys appear.

In order to be able to navigate a web page ClickToPhone displays a traditional mouse pointer that you can guide around the screen. When you have moved the pointer to the place you want you can then make a selection - exactly as if you had touched the screen.

Furthermore it is possible to zoom in and out, launch a search engine and manage bookmarks.

16.1 Browsing the Internet



Internet soft keys

Mouse Click
Make a mouse click at the current mouse pointer position. Same as touching the screen at that point.

Mouse Move
Mouse the mouse pointer to a specific position. The direction of the

arrows specifies which quadrant of the screen you want to move the mouse to.

Home
Go back to the ClickToPhone homepage..

Expert keyboard
Open the expert soft keyboard. From there you can open the numeric and text soft keyboards if you want to enter a text.

Zoom in
Zoom in. Make the text and images bigger.

Zoom out
Zoom out. Make the text and images smaller.

Search
Open the default search engine. This can be specified in preferences.

Previous page
Go back to the previous internet page in the history stack.

Bookmarks
Open the bookmarks to create a new bookmark, go to a bookmark or enter a URL.

Mouse keyboard
Open the mouse soft keyboard. This soft key appears in the expert keyboard when you are using the Internet application and allows you to return to the mouse keyboard after entering some text or using the arrow keys.

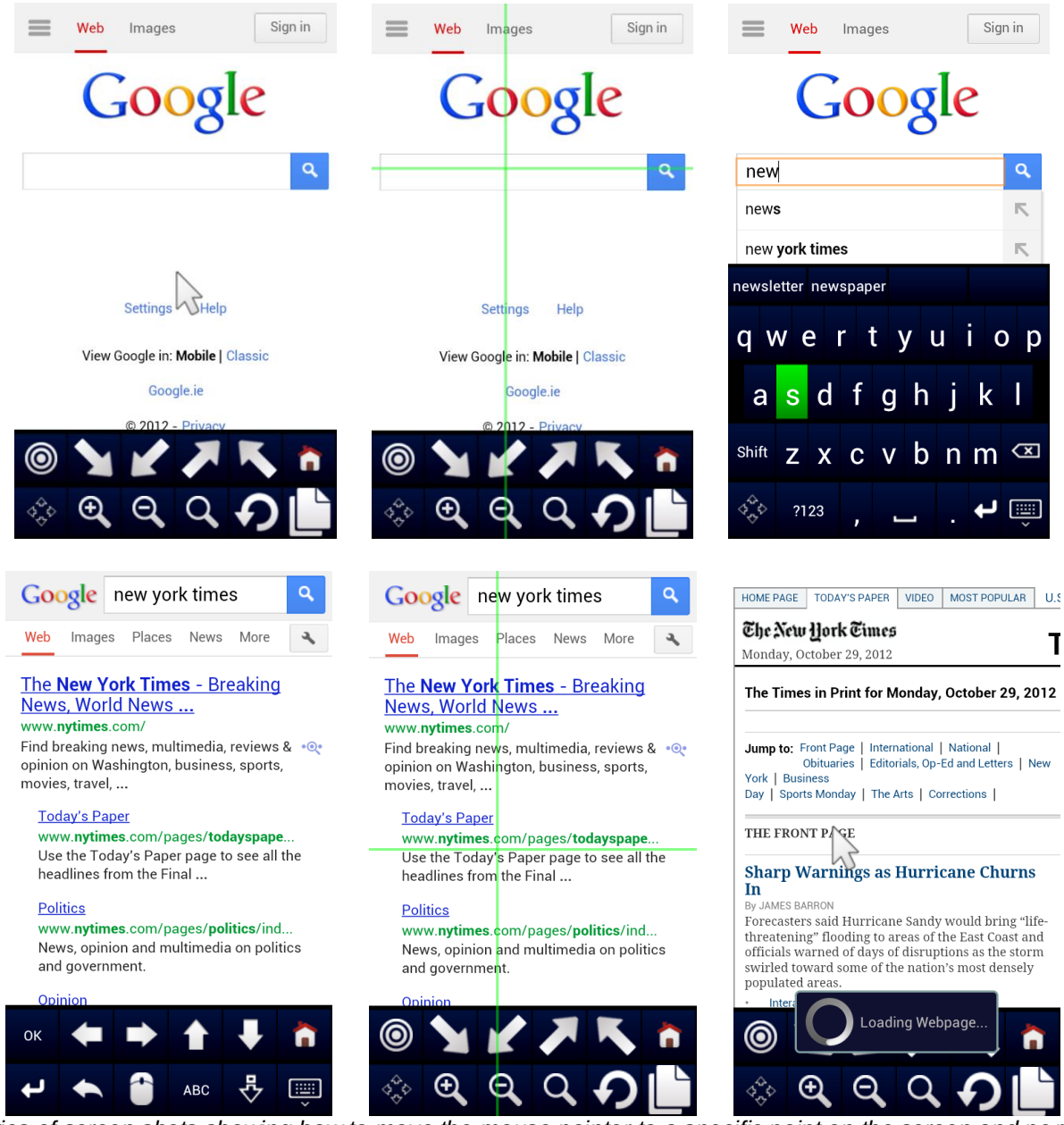
16.2 Moving the mouse pointer

The mouse pointer is moved with the aid of a horizontal and vertical line that form a cross-hairs on the screen. When you have moved the mouse pointer to the desired position you can simulate touching the screen at that position.

To move the mouse pointer first choose one of the four mouse move keys. The arrows indicate which corner of the screen the mouse will move towards. Then, the mouse pointer will disappear and the cross-hairs will appear. The horizontal line moves first either up or down the screen until you press your switch, joystick or tap the screen. Then the vertical line moves either left or right across the

screen until you press your switch, joystick or tap the screen. If you do not make a selection the mouse pointer will return to it's original position.

Note that ClickToPhone enters **touch screen** mode temporarily when the mouse soft keys are displayed. It is not possible, therefore, to use the touch screen normally unless you are in stand alone mode.

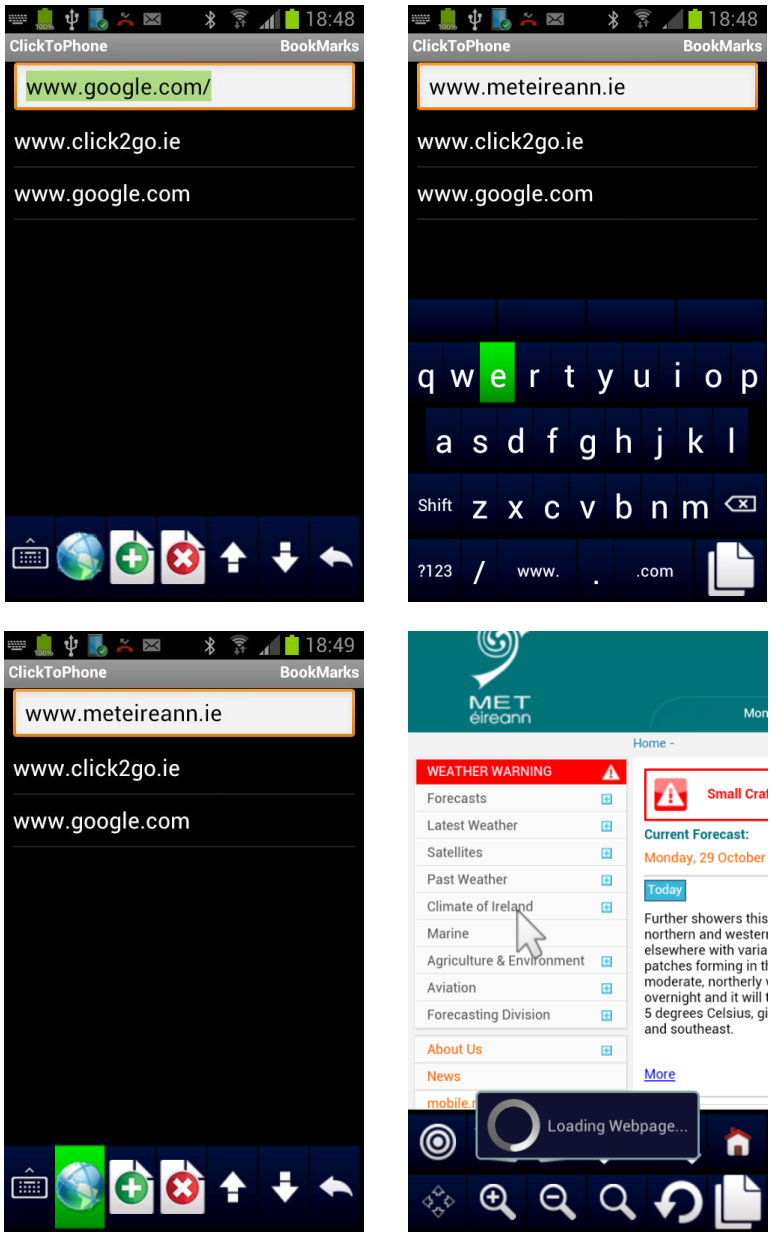

Web
Images
Sign in
Google
Settings
Help
View Google in: Mobile | Classic
Google.ie
new
news
new york times
newsletter newspaper
new york times
Web
Images
Places
News
More
The New York Times - Breaking News, World News ...
www.nytimes.com/
Find breaking news, multimedia, reviews & opinion on Washington, business, sports, movies, travel, ...
Today's Paper
www.nytimes.com/pages/todayspape...
Use the Today's Paper page to see all the headlines from the Final ...
Politics
www.nytimes.com/pages/politics/ind...
News, opinion and multimedia on politics and government.
Opinion
HOME PAGE
TODAY'S PAPER
VIDEO
MOST POPULAR
The New York Times
Monday, October 29, 2012
The Times in Print for Monday, October 29, 2012
Jump to: Front Page | International | National | Obituaries | Editorials, Op-Ed and Letters | New York | Business Day | Sports Monday | The Arts | Corrections |
THE FRONT PAGE
Sharp Warnings as Hurricane Churns In
By JAMES BARRON
Forecasters said Hurricane Sandy would bring "life-threatening" flooding to areas of the East Coast and officials warned of days of disruptions as the storm swirled toward some of the nation's most densely populated areas.
Loading Webpage...

A series of screen shots showing how to move the mouse pointer to a specific point on the screen and perform a selection, then move to another point and repeat.

16.3 Searching for a web-site

Opening a specific web-site involves a number of steps that are briefly explained below. .

- First launch bookmarks by choosing the symbol.
- Open the keyboard and type the URL of the web-site you are looking for.
- You can choose to add this to your list of bookmarks if required.
- Select the internet icon to open the new page.



Using the bookmarks feature to enter a new URL to open a specific web page.

Preference Summary for this chapter

Homepage preferences->Internet

Internet
Show the Internet application in the ClickToPhone homepage.

Home page
The homepage URL. This is the website that is launched when you select the Internet application from the ClickToPhone homepage.

Search engine
The default search engine URL. This is the website that is launched when you select the search soft key from the Internet soft keyboard.

Behavior preferences->Virtual Mouse Pointer

Mouse Speed
The speed at which the vertical and horizontal bars move when you are locating the mouse pointer with the cross hairs.

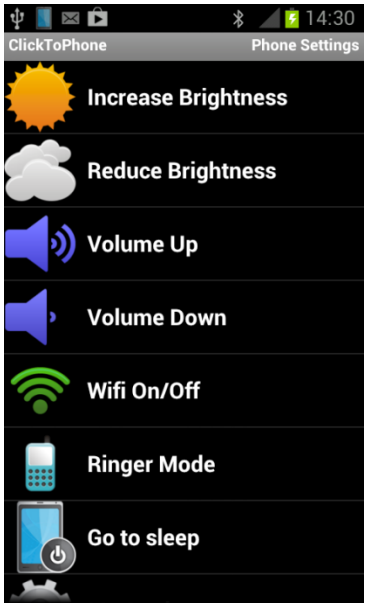
17 Phone Settings

The **Phone Settings** option appears in the ClickToPhone homepage when the **Preferences->Homepage Preferences->Phone Settings** preference is set.

Phone settings gives you control over some of the phone's settings such as brightness, ringer mode and so on. It also allows you to explicitly turn off the phone rather than waiting for your hardware to switch off and the screen to go to sleep. In expert mode you can edit your project settings and restore project backups.

17.1 Phone Settings

After you select **Phone Settings** from the ClickToPhone homepage the Phone Settings window will appear.



The contents of the phone settings window will vary depending on what user level you have selected. An expert user can access all the options, restore backups and even edit their own preference settings.

Phone settings options

Increase Brightness
Disables the auto brightness and increases the brightness.

Reduce Brightness
Disables the auto brightness and reduces the brightness.

Volume Up
Increase the media volume.

Volume Down
Decrease the media volume

Wifi On/Off
Turn on or off the wifi. Check notification area for current state.

Ringer Mode
Toggles the ringer mode between normal and silent.

Go to sleep
Shuts down the hardware if connected and sends the phone to sleep. Requires device administration access to function. See 17.2 below.

My Settings
Edit the preferences using a virtual mouse pointer.

Backups
Select a backup to restore

Notifications
If you have HouseMate+ hardware you can open the notification window by selecting this option rather than dragging down the status bar.

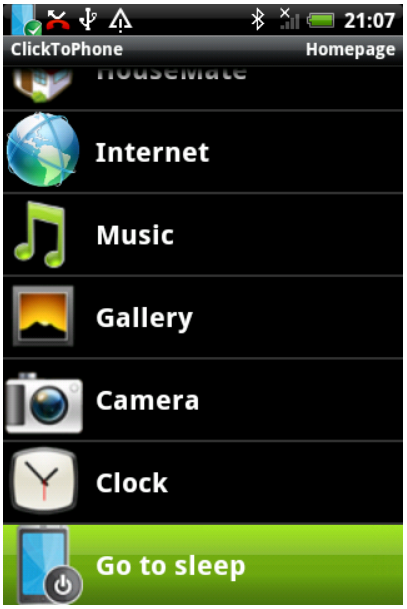
17.2 Go to sleep

The **Go to sleep** option is a special case and requires you to give the ClickToPhone device administration privileges.

It is intended to be used when the hardware setting **Powerdown setting** is set to **Never when connected.** Use this combination if you want to be in control of turning off the phone, rather than waiting for it to go to sleep after the screen time-out time.

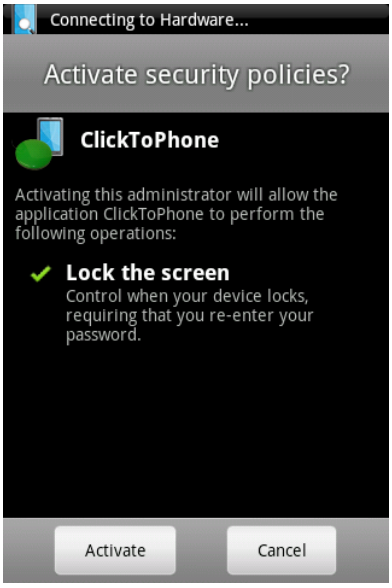
It is also useful if you are a touch screen user but cannot manage the on/off button on your phone. Use a switch or the HouseMate button to wake up the phone but select **Go-to sleep** from the Phone Settings window to turn it off.

Note that if you set the **Phone Settings** preference to **Go to sleep only** then only the **Go to sleep** option will appear in the ClickToPhone homepage as in the example below.



In order to use the **Go to sleep** function it is necessary to enable the ClickToPhone application as a device administrator. When you select **Go to sleep** for the first time the **Activate security policies** dialog will be displayed. Once ClickToPhone is enabled as an administrator this dialog will not appear when you select **Go to sleep** a second again.

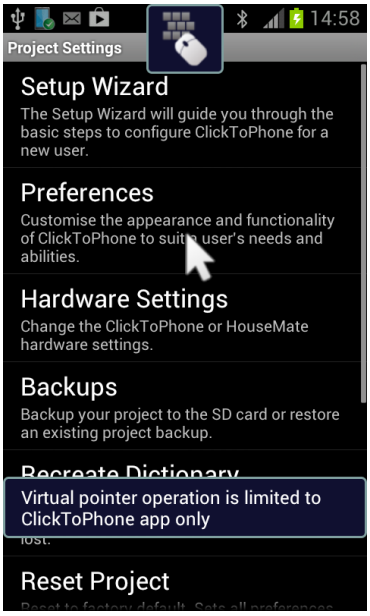
Note: You must disable ClickToPhone as a device administrator before you can uninstall the application. Go to **Settings->Security->Select device administrators** and uncheck ClickToPhone.


Connecting to Hardware...
Activate security policies?
ClickToPhone
Activating this administrator will allow the application ClickToPhone to perform the following operations:
Lock the screen
Control when your device locks, requiring that you re-enter your password.
Activate
Cancel

17.3 Editing your settings

My Settings enables an expert user to edit their own preference settings and HouseMate grids using a virtual mouse pointer. The virtual mouse pointer is similar to that available with HouseMate+ but will operate with any hardware (HouseMate or ClickToPhone). However it can function only within the ClickToPhone environment and cannot control other apps.

When you select My Settings the preferences window will appear along with a mouse pointer and a symbol at the top of the screen.


14:58
Project Settings
Setup Wizard
The Setup Wizard will guide you through the basic steps to configure ClickToPhone for a new user.
Preferences
Customise the appearance and functionality of ClickToPhone to suit a user's needs and abilities.
Hardware Settings
Change the ClickToPhone or HouseMate hardware settings.
Backups
Backup your project to the SD card or restore an existing project backup.
Virtual pointer operation is limited to ClickToPhone app only
Reset Project

You are now in Mouse Pointer mode. When you press your switch the mouse pointer symbol will scan through a series of symbols. When the symbol you require is visible press your switch to select it. See section 14.4 for more on mouse pointer mode.

Mouse Pointer Mode symbols and meaning

Switch to Keyboard mode
You can toggle between a mouse and a keyboard mode. Mouse mode enables you to move the mouse pointer and make clicks. Keyboard mode enables you to send up/down/left/right and enter key events.

Menu
Equivalent to pressing the phone's menu soft key

Move mouse pointer up

Select to move the mouse pointer up. Press your switch again to stop the mouse pointer moving.

Move mouse pointer right

Move mouse pointer down

Move mouse pointer left

Mouse click/Drag mode

Equivalent to clicking on the screen at the location of the mouse pointer.

If you keep holding your switch when you select this symbol the mouse pointer will change to a mouse drag symbol and you are in drag lock mode. Then you can release your switch and use the arrows to drag on the screen – for example to scroll a list upwards. To release the drag lock select this symbol again.

Back key

Equivalent to pressing the phone's back soft key. You can use this to navigate back to the ClickToPhone homepage. Then if you open HouseMate and technician mode is enabled you can edit the HouseMate grids yourself.

Show soft-keyboard

Open the soft-keyboard for entering text and so on.

Hide soft-keyboard

Exit mouse pointer mode

Exit mouse pointer mode and go back to scanning the current soft-keyboard.

Switch to mouse mode

Switch back to mouse mode.

Key Up
Similar to pressing the up arrow key. Use the arrow keys to quickly navigate lists and to move the focus around the screen. Often this is more efficient than using the virtual mouse pointer.

Key Right

Key Down

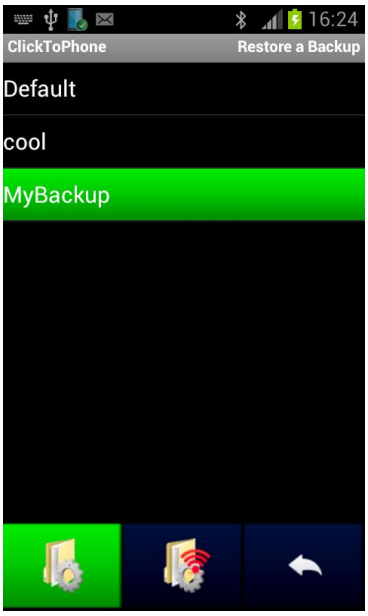
Key Left

Enter Key
Similar to pressing the Enter or Return key and will select whatever item has been highlighted using the arrow keys i.e. whatever control has the focus.

16.4 Restoring a backup

An expert user is able to restore their own backups. This can be a very simple way to switch between different projects. For example you might have one project with the scanning method set to joystick for use on a wheelchair but another project with the scanning method set to single switch for use at night when in bed. The users or carer can switch between the two setups without having to edit the preferences.

When you select backups the list of backups stored on the SD card is presented and when you select one the backups the restore soft-keyboard will appear.



Restore soft keys

Restore preferences
Restores everything except the InfraRed signals.

Restore preferences and InfraRed signals
Restores everything including the infrared signals. This can be used if a user has two different HouseMate setups – for two different locations for example.

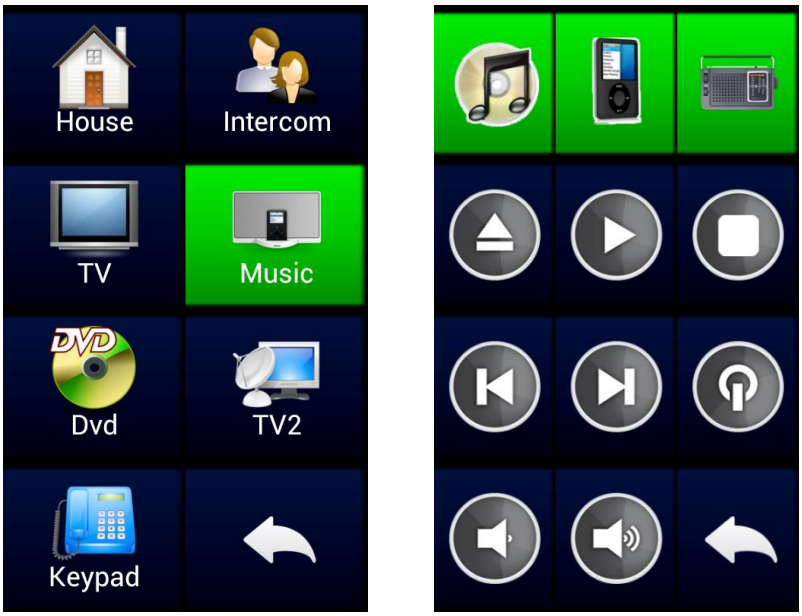
When you select a restore option a second soft-keyboard will appear to confirm that you want to go ahead or you can cancel and return to the ClickToPhone homepage.

Preference Summary for this chapter
Homepage preferences
Phone Settings Include an option to switch off the phone and control phone settings such as brightness, volume etc.
Behavior preferences->Virtual Mouse pointer
Mouse Speed Speed of the virtual mouse pointer.
Drag lock time The length of time to hold your switch before drag lock is enabled.

18 HouseMate

In conjunction with HouseMate hardware the Housemate application allows you to control devices in your environment including lights, curtains, door openers, television, CD player, intercom system and so on. HouseMate hardware contains a powerful InfraRed transmitter and receiver that can record the signals from other remote controls. Virtually any electronic device that can already be controlled from a remote control can therefore be controlled from your smart phone.

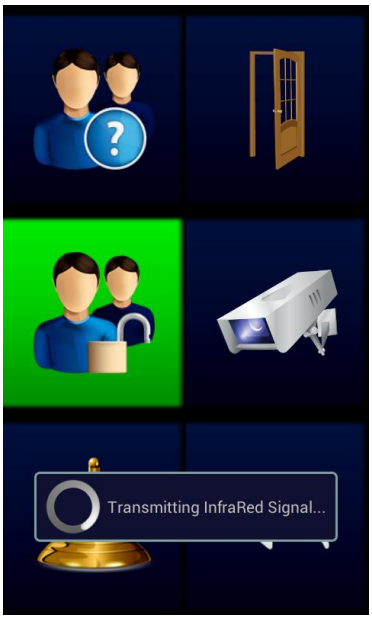
When you launch HouseMate for the first time a set of default grids and icons are generated. These grids can be edited in technician mode and you can backup your grids to the SD card. The grids can be inter-linked so that you can create a tree like structure with one grid leading to the next. The bottom left cell of every grid is always a back key bringing you back to the previous grid or back to the ClickToPhone homepage. As a rule of thumb and for ease of use, it is recommended not to create a grid structure more than 3-4 levels deep.



The top-level grid and the music player grid.

18.1 Using HouseMate

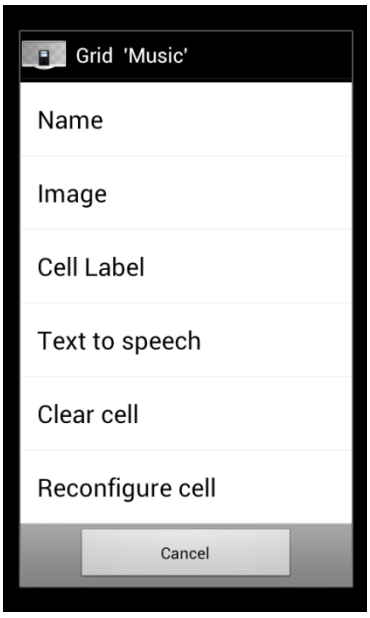
Assuming that you have already recorded infra-red signals, transmitting an infrared code is simply a matter of scanning to the desired key and selecting it. A progress dialog will appear while the signal is being transmitted. If you are a switch user the signal will be repeated as long as you keep your switch pressed.



18.2 Editing a Cell

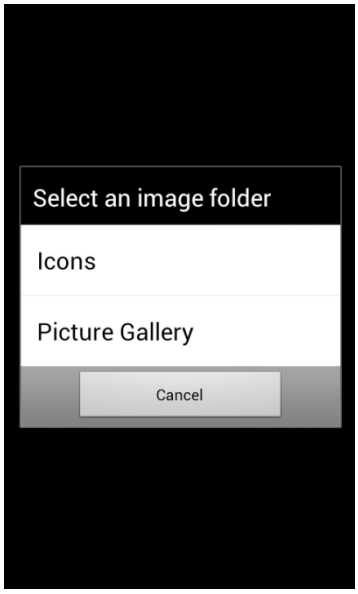
Note: Before you can make changes to the grids or edit the cells you must enable **Technician Mode** under **HouseMate preferences** in the ClickToPhone project settings.

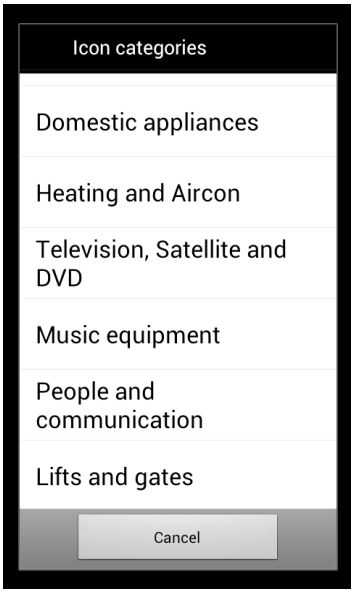
To edit a cell press and hold on the cell for a moment until a popup window appears. A different popup window will appear depending on whether you are editing a blank cell, a link to another grid or an InfraRed command. In the example below we are editing the cell that links to the Music grid.



Changing the Image

You can change the image for the grid by either importing a picture or photo from your picture gallery or by choosing an icon from the pre-defined list of icons.





Changing the Name and Label

You can change the name or cell label of the grid. The cell label appears under the chosen picture. The grid name is the name that is used to identify the grid when reconfiguring a cell. In many cases they will be the same.

Text-to-speech

The Text-to-speech field serves two purposes.

When auditory scanning is enabled the text-to-speech text is the text that is spoken out using the installed voice synthesiser.

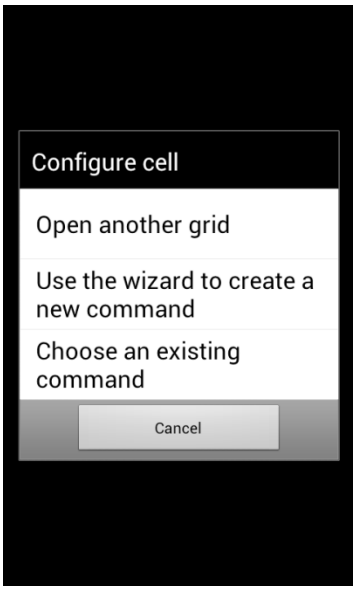
When voice input is enabled (**HouseMate preferences->Voice Input**) the text-to-speech text is the text that the Android voice recognizer will identify as the word or phrase to select this cell.

Clear Cell

Clear cell erases the contents of a cell so that the cell can be reconfigured for a different action. Note that if the cell is linked to a grid it does not delete that grid. Similarly if the cell is linked to an InfraRed code it does not immediately delete the InfraRed code but marks it for reuse when a new code is created.

Reconfigure Cell

When Reconfigure Cell is chosen the Configure Cell popup is shown. This allows you to either link to another grid, use the wizard to create a new InfraRed command or choose from the list of existing InfraRed commands defined within your project.



18.3 Editing a Grid

To edit a grid, first navigate to the grid in question and then press the menu soft key.

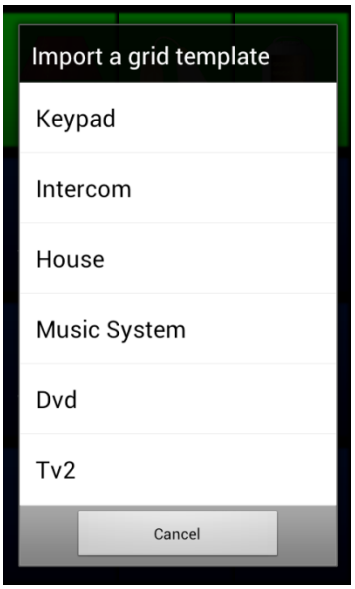
The popup menu provides several tools for populating and editing grids.

18.3.1 Reorder

You can re-order or re-position the cells in a grid two at a time. Simply press on the cell you want to move and then press on the position you want to move it to. The two cells will be swapped. Keep swapping cells in this way and when you are finished press the phone's menu key to exit 'Reorder' mode.

18.3.2 Grid Templates

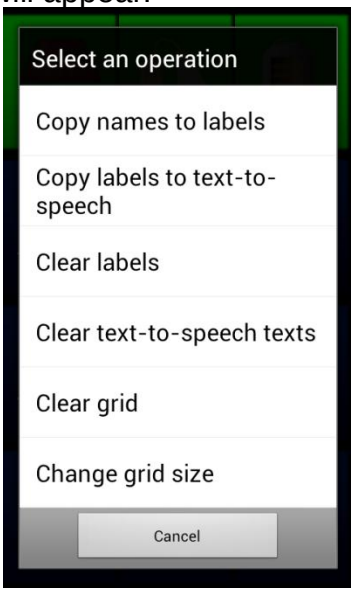
A number of grid templates are included in the software. To import a predefined grid template choose **Grid Templates** from the menu option. The following popup dialog will appear:



Then select the template you require. You will be prompted as whether you wish to continue as this action will replace the current grid and unless you have made a backup there is no undo.

18.3.3 Operations

You can apply a number of "batch" operations to the current grid which help speed up the configuration process. Choose **Operations** from the menu option. The following popup dialog will appear:



Copy names to labels

If a cell is linked to a grid or infrared command then the name of that grid or infrared command is used as the cell label. Applies to all cells in the grid.

Copy labels to text

Copies the label of each cell to the text-to-speech text of each cell.

Clear labels

Clears every cell label in the current grid.

Clear text-to-speech texts

Clears every text-to-speech text in the current grid.

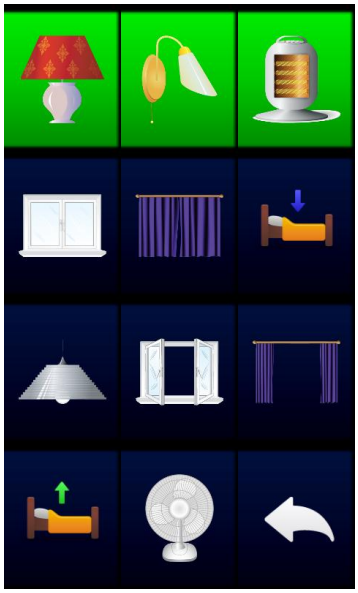
Clear grid

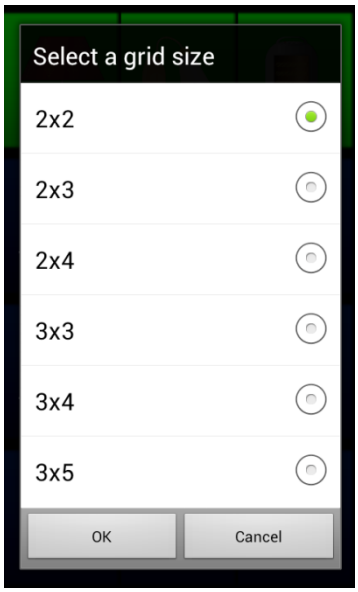
Clears the entire contents of the current grid giving you a blank grid to configure.

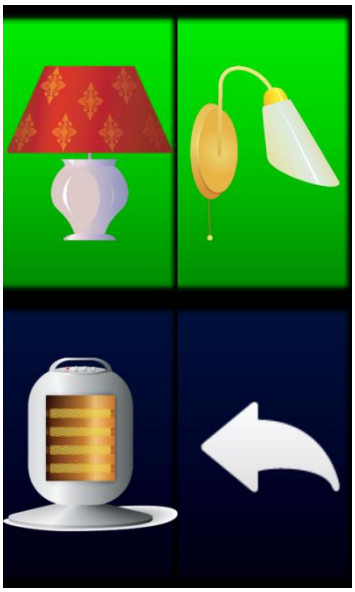
Change grid size

Choose from the list of grid sizes the size you want for the current grid. Note that if you have a fully populated grid and you reduce its size the cells that are no longer visible are NOT deleted. This can be helpful if you wish to expand the grid size at a later date without having to reprogram any commands etc.

In the example below the cells of the Home grid have been repositioned and the grid size has been reduced to 2x2.

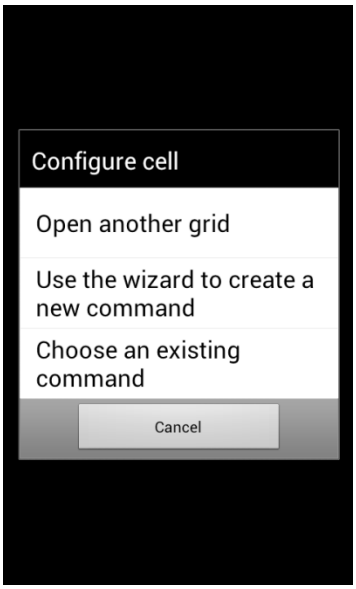


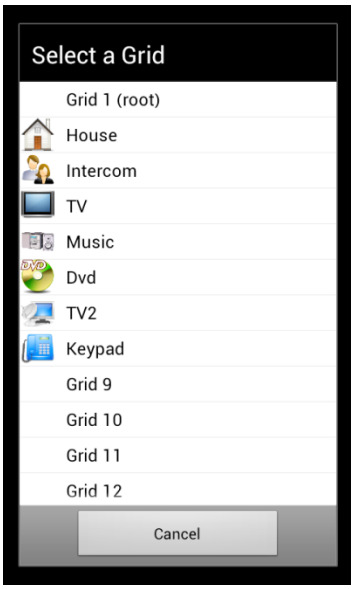




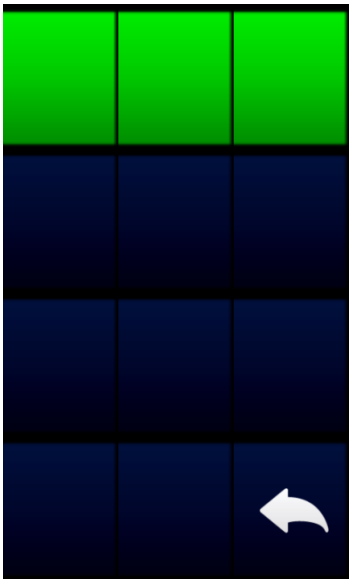
18.4 Creating and populating a new grid

If none of the grid templates suit your requirements you can create a new grid yourself. First reconfigure a cell in the Homepage to link to a blank grid. Click on a cell and choose **Reconfigure Cell** from the popup dialog. Then choose the **Open another grid** option.





16 grids can be defined within HouseMate. Eight grids are pre-defined within the example project but if you can create a new project you can define all 16 yourself. For now choose one of the unused grids, “Grid 9”, for example. An empty 3x4 grid will be assigned to the chosen cell. Click on the cell to open the empty grid.

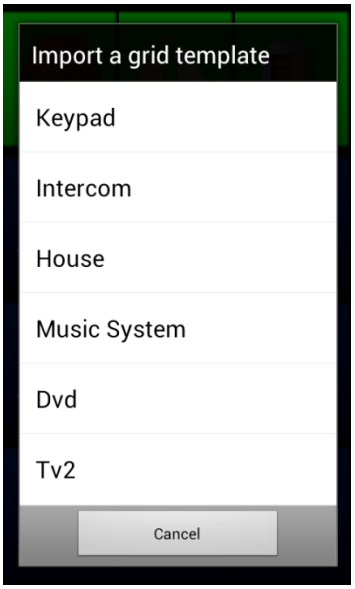


Now we want to populate the grid with InfraRed commands. There are three ways to do this:

1. Importing a grid template.
2. Using the wizard
3. Populating each cell one at a time

18.4.1 Importing a Grid template

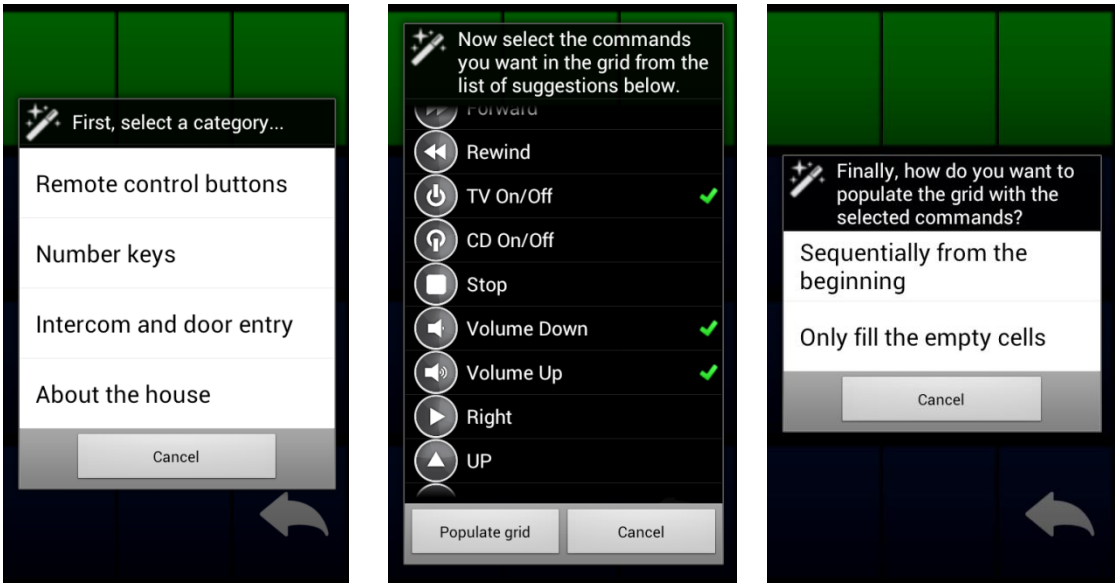
A number of grid templates are included in the software. To import a predefined grid template choose **Grid Templates** from the menu option. The following popup dialog will appear:



Then select the template you require. You will be prompted as whether you wish to continue as this action will replace the current grid and unless you have made a backup there is no undo.

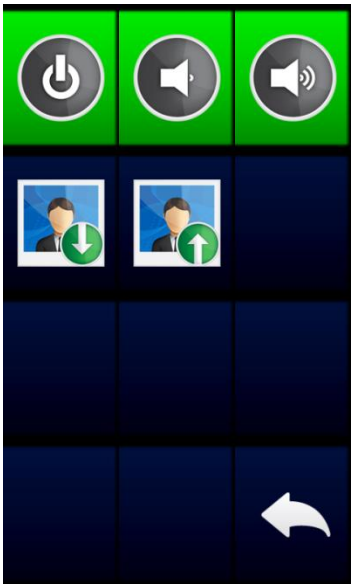
18.4.2 Using the wizard

Choose Wizard from the menu options and then follow the three steps.



First choose a category, then choose whatever commands within that category and then choose how you want these commands to populate your grid. This last option is useful if you want to add more commands at a later stage.

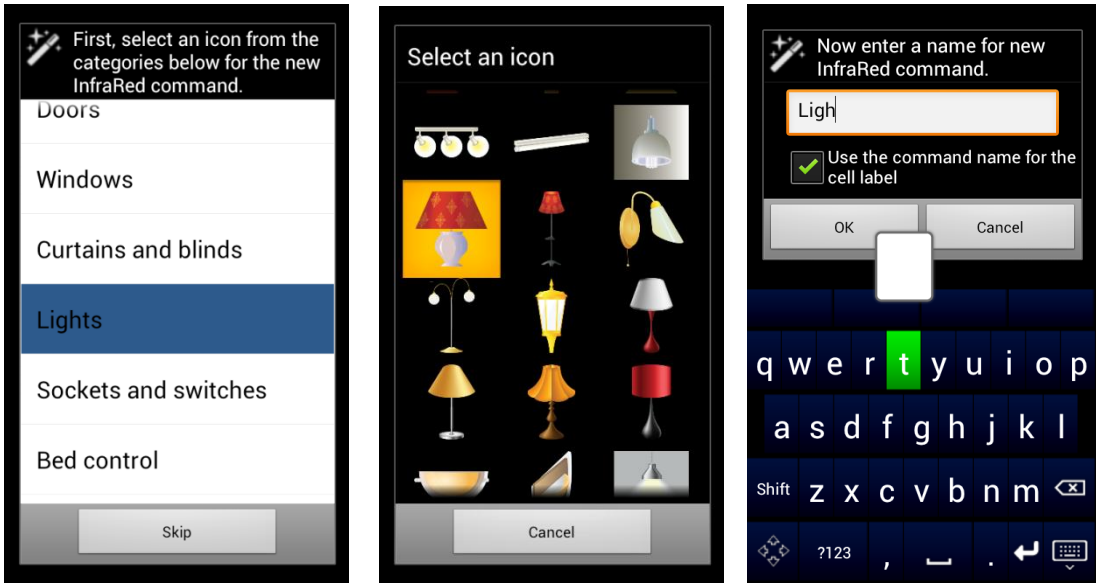
After the final step the grid will be populated with the commands you have chosen.



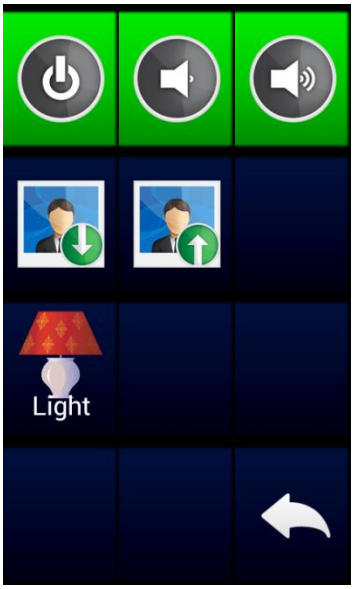
Note that the wizard tool in this section is making command suggestions from a small sub-set of the complete icon list. To access the complete icon list it is necessary to populate each cell one at a time as described in the next section.

18.4.3 Populating each cell one at a time

Make a long click on a cell and then choose **Use the wizard to create a new command** from the popup dialog.



Again there are three steps to the wizard. First select the icon category, then the icon for the cell and finally a name for the new command. You can optionally choose to use the command name as the cell label during this final step. When you are done the new command will appear in the grid.



18.4.4 Difference between InfraRed commands and InfraRed signals

Note that there are no InfraRed signals associated with any of these commands at this stage. All that has been specified so far is the icon, the name and the cell label. In this way there is a distinction between InfraRed commands and InfraRed signals.

An **InfraRed command** is stored in the phone's memory and simply consists of a name, icon and an assigned memory location within your HouseMate hardware which will contain the InfraRed signal data.

An **InfraRed signal** is a data record stored in the flash memory of your HouseMate hardware which is transmitted by IR when required.

18.5 Recording an InfraRed signal

Before you start make sure that you have the Infra-red controls of the devices you want to control and that they have new batteries.

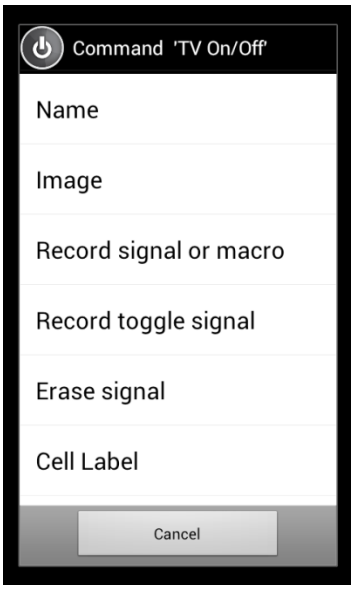
Position the Infra-red control facing into the top of the HouseMate as in the picture below at least one foot apart.

Warning: *Some fluorescent lights emit Infra-red radiation. When you are recording Infra-red signals be sure that you are not directly under fluorescent lighting.*

Note: *When recording infrared signals it is helpful to set the powerdown time of your HouseMate hardware to 5 minutes or never to prevent the unit from turning off whilst you are preparing to record. See chapter 19 for details.*

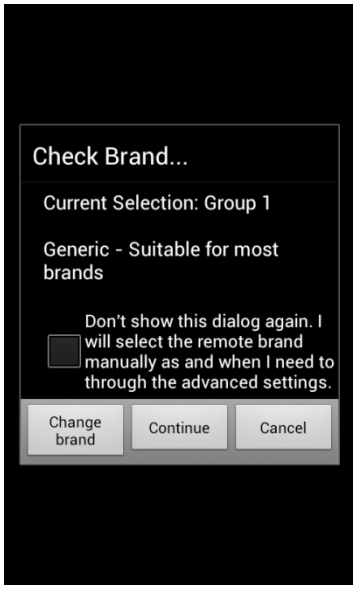
To record an InfraRed signal

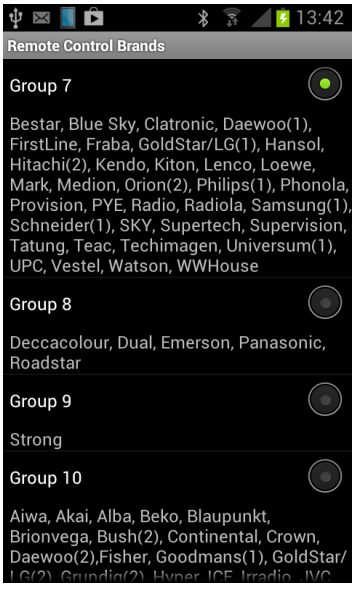
Turn on HouseMate and wait until it connects. Then navigate to the grid that contains the InfraRed command that you want to record a signal for. Make a long click on the cell until the popup dialog for that command appears.



There are three options associated with recording infrared signals. **Record signal or macro**, **Record toggle signal** and **Erase signal**. For now choose **Record signal or macro**. You will be prompted to check the brand of remote control you are recording from.

In most cases it is not necessary and the generic brand will suffice but by specifying the exact brand HouseMate can reproduce a stronger more powerful signal. If the brand name of your remote is not listed choose group 1.


Check Brand...
Current Selection: Group 1
Generic - Suitable for most brands
Don't show this dialog again. I will select the remote brand manually as and when I need to through the advanced settings.
Change brand
Continue
Cancel


13:42
Remote Control Brands
Group 7
Bestar, Blue Sky, Clatronic, Daewoo(1), FirstLine, Fraba, GoldStar/LG(1), Hansol, Hitachi(2), Kendo, Kiton, Lenco, Loewe, Mark, Medion, Orion(2), Philips(1), Phonola, Provision, PYE, Radio, Radiola, Samsung(1), Schneider(1), SKY, Supertech, Supervision, Tatung, Teac, Techimagen, Universum(1), UPC, Vestel, Watson, WWHouse
Group 8
Deccacolour, Dual, Emerson, Panasonic, Roadstar
Group 9
Strong
Group 10
Aiwa, Akai, Alba, Beko, Blaupunkt, Brionvega, Bush(2), Continental, Crown, Daewoo(2),Fisher, Goodmans(1), GoldStar/

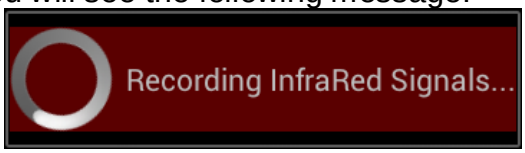
After you have chosen the brand the **Record signal or macro** dialog will appear.

Command 'TV On/Off'
Ready to record InfraRed signal or macro (sequence of signals). When you are ready, press and hold the HouseMate button and then, one after the other, press the buttons on the InfraRed remote control. If you are recording a single button a quick press if the button is all that is required and will use up the least amount of memory. After you have pressed the button(s) release the HouseMate button.

First test that the HouseMate hardware is receiving an InfraRed signal by pressing a button on the remote control. You should see the red InfraRed symbol on the HouseMate hardware blink.

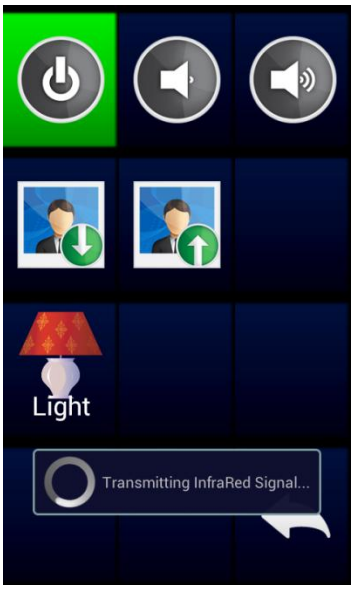
Next press and hold the button on the HouseMate hardware. When you are ready make a short press of the button on the remote control whose signal you want to record and then release both buttons.

During this process you will see the following message:



Note that the actual recording of data does not begin until HouseMate starts receiving an InfraRed signal. Therefore there is no rush to press the remote button after you have pressed the HouseMate button. In fact you can keep the HouseMate button pressed for as long as you want. However it is important to keep the button press on the remote as short as possible AND to release both buttons quickly after that. This will use up the least amount of memory.

When you are finished test the recording by clicking on the InfraRed command. The HouseMate hardware should beep and you should see the **Transmitting InfraRed...** popup message.



That's it! You can record signals for all the commands in your grid using this method. However at some stage you will come up against toggle signals and may wish to record macros. These are discussed in the following two sections.

18.5.1 Recording a toggle signals

Some remotes have a toggle function on single codes whereby the code is different if you press the same button two times in a row. Philips controls are noted for this and in this case it is necessary to use the method described below which records both copies of the code. If you used the Record macro method you would notice that the code, say Program Up, would work the first time you pressed it, but not the second or third time. Another reason to use this method is to conserve Macro memory.

To record a toggle signal

1. Make sure that you are connected to the HouseMate hardware. Make a long click on the command you want to record and then choose the **Record toggle signal** from the list of options.

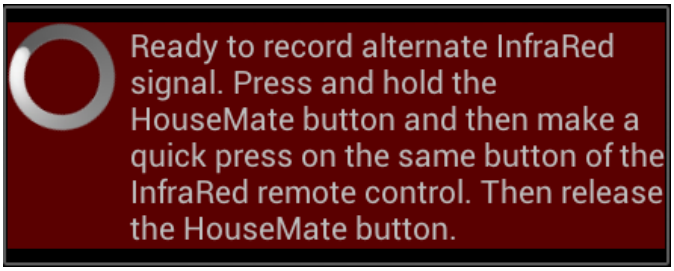
2. Check the remote brand and change if required. Then the **record toggle signal** dialog will appear and the HouseMate hardware should be beeping regularly.

Command 'TV On/Off'
Ready to record a toggle signal. When you are ready, press and hold the HouseMate button and then make a quick press on the button of the InfraRed remote control. Then release the HouseMate button.

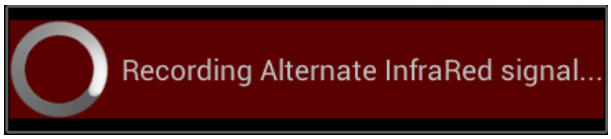
3. First test that the HouseMate hardware is receiving the InfraRed signal by pressing the button on the remote control. You should see the red InfraRed symbol on the HouseMate hardware blink every time you press the button.

4. Now press and hold the button on the HouseMate hardware. When you are ready make a short press of the button on the remote control whose signal you want to record and then release both buttons. While you are doing this the dialog text should change to just "**Recording Primary InfraRed Signal…**" and HouseMate should beep more rapidly.

5. If HouseMate did not detect any InfraRed signal the record operation will be canceled. Otherwise the following dialog should appear.

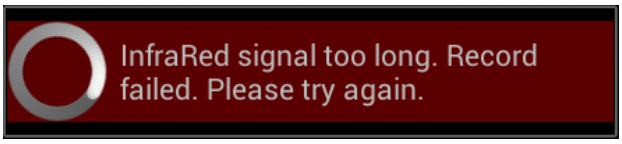

Ready to record alternate InfraRed signal. Press and hold the HouseMate button and then make a quick press on the same button of the InfraRed remote control. Then release the HouseMate button.

6. Now HouseMate is ready to record a second copy, or alternate, of the signal. This is how HouseMate records the toggle codes described earlier. As before press and hold the button on the HouseMate hardware. Then make a short press of the button on the remote control whose signal you want to record and then release both buttons. While you are doing this the dialog text should change to "**Recording alternate InfraRed signal…**" and HouseMate should beep more rapidly.



7. If the procedure has been successful HouseMate will stop beeping. You can test the recording by clicking on the InfraRed command. The HouseMate hardware should beep and you should see the **Transmitting InfraRed…** popup message. Do this twice to test both copies of the toggle signal.

A common mistake when recording toggle codes is to hold the button on the remote control for too long or to leave too long a gap between releasing the button on the remote control and then releasing the HouseMate button.. A quick press of the remote control button immediately followed by releasing the HouseMate button is all that is required. The memory size for recording toggle signals is only 2 seconds per signals. If you hold the button on the remote control for longer than this or leave too long a gap before releasing the HouseMate button, then the recording will fail, the following dialog will appear and HouseMate will beep continuously until you let go all buttons.



Another mistake is to press the HouseMate button and the remote control button at the same time. It is important to press and hold the HouseMate button before you press the remote control button so as to capture all the signal. You can leave as long as you want between pressing the HouseMate button and pressing the remote control button with no fear of using up memory because HouseMate only starts the recording process when it starts to receive an InfraRed signal.

18.5.2 Recording a Macro

Note:

1. Recording Macros is the simplest and preferred method of recording single codes. Use this method unless you are recording a toggle code.

2. You can record up to 32 macros, each up to 15 seconds long. However if you record a macro that is less than 4 seconds it will not be stored in the Macro memory but in the memory for single codes and will not use up a Macro memory slot.

HouseMate allows you to record a series of Infra-red codes on a single cell. HouseMate records in real-time meaning that the Infra-red signals and the pauses in-between them are recorded into memory. Each macro can be

approximately 15 seconds long and this makes it possible to create long sequences of commands.

A good use of this feature is to record a series of **Volume Up** commands. When you select the **Volume Up** cell HouseMate begins transmitting the sequence of **Volume Up** commands. You stop the sequence by pressing your switch or joystick a second time.

To record a Macro

1. Make sure that you are connected to the HouseMate hardware. Make a long click on the command you want to record and then choose the **Record signal or macro** from the list of options.

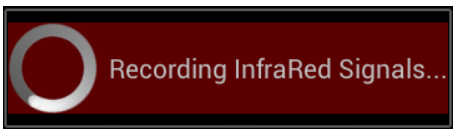
2. Check the remote brand and change if required. Then the **record macro signal or macro** dialog will appear and the HouseMate hardware should be beeping regularly.

Command 'Volume Up'
Ready to record InfraRed signal or macro (sequence of signals). When you are ready, press and hold the HouseMate button and then, one after the other, press the buttons on the InfraRed remote control. If you are recording a single button a quick press if the button is all that is required and will use up the least amount of memory. After you have pressed the button(s) release the HouseMate button.

3. First test that the HouseMate hardware is receiving the InfraRed signal by pressing the button on the remote control. You should see the red InfraRed symbol on the HouseMate hardware blink every-time you press the button.

4. Now press and hold the button on the HouseMate hardware and then press, one after the other, the buttons on the remote control that you want to record (whilst continuing to hold the HouseMate button). Notice how the symbol will light up every time you press a button on the remote control.

   While you are doing this the dialog text should change to "**Recording InfraRed signals…**" and HouseMate should beep more rapidly.



5. You can record approximately 15 seconds of InfraRed signal. When you have finished release the HouseMate button.

6. If the procedure has been successful HouseMate will stop beeping. You can test the recording by clicking the InfraRed command.

Tip:

1. Before you record a sequence of commands try it out on the original remote first so that you can determine the pace at which you should press the buttons.

2. If you are using this method to record single codes then keep the signal as short as possible by only making a quick press on the remote control button. By doing this the signal will be stored in the main memory for single codes and will not use up a Macro memory slot.

18.5.3 Recording a Macro with an OK command

Often, after transmitting a series of codes, the next code you would like to transmit is an **OK** or **SELECT** code. A good example would be a series of **PROGRAM+** codes. In this case what you want to happen when you press your switch is not only to stop the **PROGRAM+** series but to also transmit a new code, in this case, the **OK** code.

HouseMate allows you to do this by recording two series of codes. In the example above the first series would be the **PROGRAM+** codes and the second series, or "OK command", would of course be just the **OK** code itself.

To record a series of Infra-red signals followed by an "OK" command.

1. Make sure that you are connected to the HouseMate hardware. Make a long click on the command you want to record and then choose the **Record signal or macro** from the list of options.

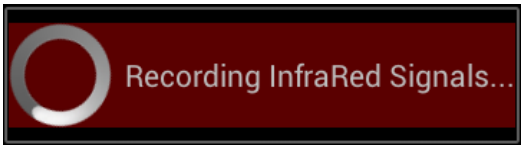
2. Check the remote brand and change if required. Then the **record macro signal or macro** dialog will appear and the HouseMate hardware should be beeping regularly.

Command 'Program Up'
Ready to record InfraRed signal or macro (sequence of signals). When you are ready, press and hold the HouseMate button and then, one after the other, press the buttons on the InfraRed remote control. If you are recording a single button a quick press if the button is all that is required and will use up the least amount of memory. After you have pressed the button(s) release the HouseMate button.

3. First test that the HouseMate hardware is receiving the InfraRed signal by pressing the button on the remote control. You should see the red InfraRed symbol on the HouseMate hardware blink every-time you press the button.

4. Now press and hold the button on the HouseMate hardware and then press, one after the other, the buttons on the remote control that you want to record – in this example a series of Program+ commands.

   While you are doing this the dialog text should change to just "**Recording InfraRed Signals…**" and HouseMate should beep more rapidly.



5. When you have recorded enough Program+ codes release the HouseMate button but then immediately press it again before the "**Recording InfraRed Signals…**" dialog disappears. This action tells HouseMate to record a second series of codes that, more often than not, will be just a single code – the OK command.

   Note that there is no visual indication on the phone that you are recording an OK command. It is purely a feature of the HouseMate hardware, and therefore cannot be used by touch screen users.

6. Now press the OK button on your remote control and then release the HouseMate button.

7. If the procedure has been successful HouseMate will stop beeping. Note that you can only test the first series of codes when you click the command on the touch screen. To test the OK command you must select the cell using scanning and a switch or joystick.

Tip: A good use of this function is to create a scan of your favorite sky channels.

Record the following series of commands from a Sky remote: **GUIDE->FAVOURITES-> DOWN-> DOWN-> DOWN-> DOWN-> DOWN-> DOWN-> DOWN-> DOWN.**

For the end command record the **OK** command.

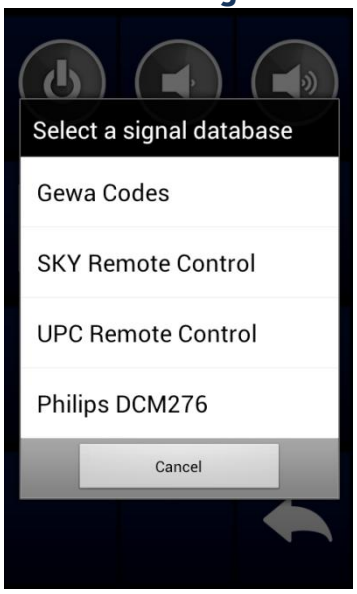
Now when the you selects the cell with your switch or joystick an automatic scan of your favorite channels will take place on the TV. Furthermore when you press your switch a second time the highlighted channel will be selected.

18.6 Using the signal database

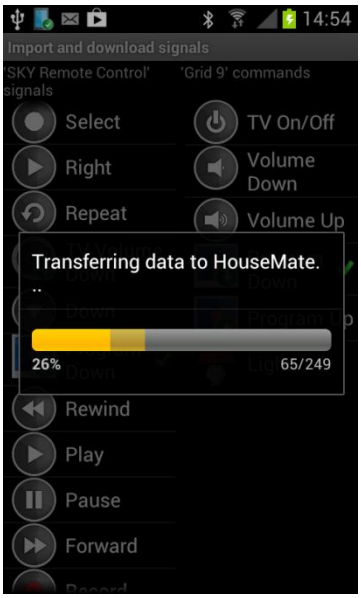
HouseMate is supplied with a number of InfraRed signal databases pre-installed. You can also create your own. The databases include SKY, UPC and GEWA codes and will be expanded to include other generic brands over time. You can download these signals into your HouseMate hardware as an alternative to recording them.

18.6.1 Downloading signals from a signal database

To open the signal databases choose **Signals** from the menu option. The **Select a signal database** dialog will appear. After you choose the database you want the **Import and download signals** dialog will appear.



The left-hand list contains the signals stored within the database and the right-hand list contains the commands defined within the current grid. Pair the signal you want to download with the chosen command in the grid. In the example below we have paired the program down signal in the SKY remote database with the program down command in Grid 9.



You can make more than 1 pairing and after you have done so choose **Download Signals** from the menu options. The InfraRed signal data will be transferred into the HouseMate memory. When the transfer has completed you can test the commands by clicking on them.

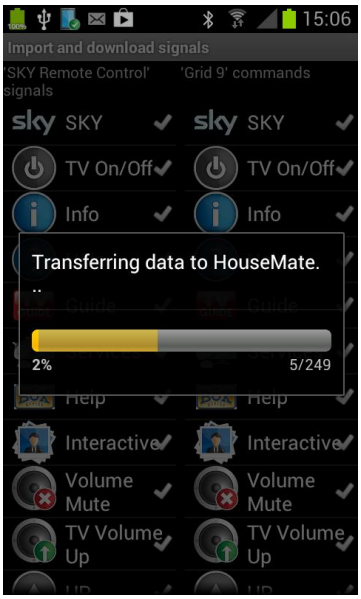
18.6.2 Importing a signal database

You can import a signal database as a grid template and download the signals it contains to your HouseMate hardware in one operation.

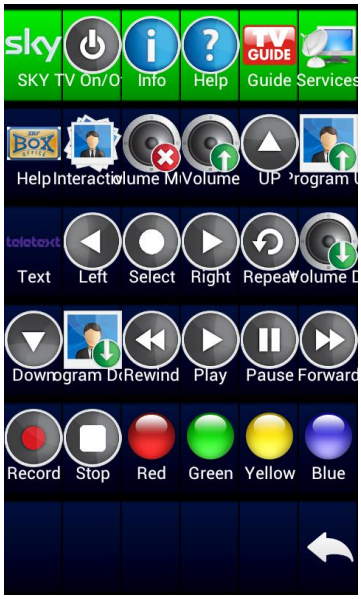
First open the signal databases by choosing **Signals** from the menu option. The **Select a signal database** dialog will appear. After you choose a database the **Import and download signals** dialog will appear.

Instead of making pairings as before simply choose Wizard from the menu options. The following dialog will appear:

15:02
Import and download signals
'SKY Remote Control' signals
'Grid 9' commands
Download Wizard
You can import the signal database as a grid template and download the signals to your HouseMate hardware in one operation.
This action will replace the current grid and may take several minutes to complete.
Do you want to proceed?
OK
Cancel
TV Volume Up



Be aware that this action will replace the current grid completely and, depending on the database size, may take several minutes to complete as the signal data is transferred into the HouseMate hardware.



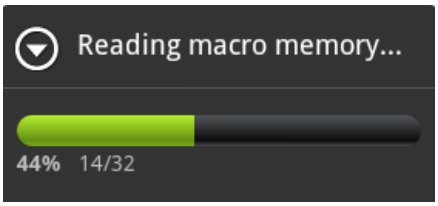
18.7 Examining the InfraRed Macros

Within HouseMate the InfraRed signals are stored in two 16Mbit flash memories. One is used for the 250 single InfraRed signals and the other is used for the 32 Macros. Sometimes it is helpful to examine the contents of the Macro memory to determine how many Macro slots you have used up and by which InfraRed

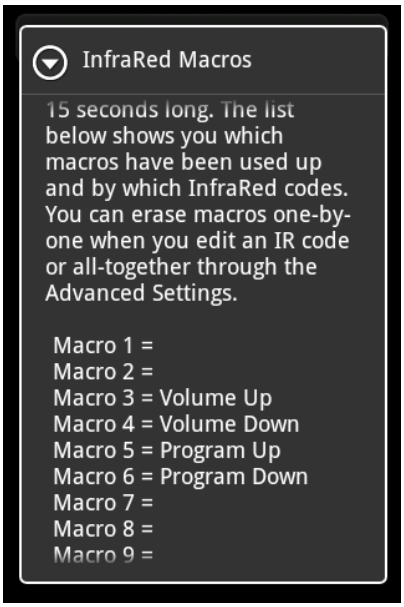
codes. Remember that if you record a macro that is less than 4 seconds long it will be stored in the single InfraRed code memory and will not appear in this list.

To examine the Macro memory, make sure you are connected to the HouseMate hardware and then choose **HouseMate** from the ClickToPhone homepage and then choose **More->Advanced** from the menu options.

The HouseMate Advanced Settings window will appear. Choose **InfraRed Macros** and a progress bar will be displayed as the Macro information is retrieved from the HouseMate hardware.



Followed by a list of the 32 Macros and which InfraRed commands they are assigned to.

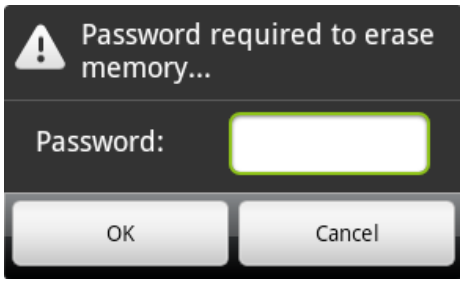

InfraRed Macros
15 seconds long. The list below shows you which macros have been used up and by which InfraRed codes. You can erase macros one-by-one when you edit an IR code or all-together through the Advanced Settings.
Macro 1 =
Macro 2 =
Macro 3 = Volume Up
Macro 4 = Volume Down
Macro 5 = Program Up
Macro 6 = Program Down
Macro 7 =
Macro 8 =
Macro 9 =

18.8 Erasing InfraRed signals

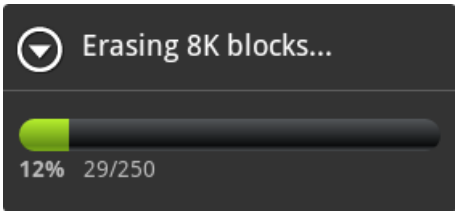
You can erase infrared signals individually by choosing the **Erase signal** option when you make a long click on an InfraRed command or you can erase all the InfraRed signals and Macros using the Advanced settings.

To erase all infra red signals and macros

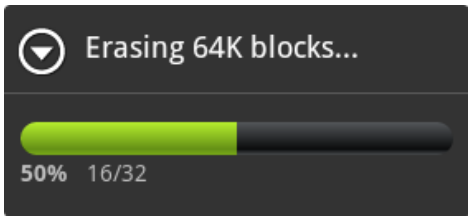
From the HouseMate Advanced Settings dialog choose the **Erase all InfraRed signals** option. A dialog box will appear requesting the password which is simply "**1234**".



After you have entered the password a progress bar will display the erase process. First the 250 single InfraRed signals are erased (these are stored in 8K blocks).



Then the 32 InfraRed macros are erased (these are stored in 64K blocks).



There is no Undo when you erase InfraRed signals. See chapter 20 on how to backup your data to the SD card before you carry out any erase actions.

18.9 Advanced Settings

Besides the **Remote Control Brands**, **InfraRed Macros** and **Erase all InfraRed signals** options already discussed the HouseMate Advanced Settings window gives you access to the following additional options.

18.9.1 New Project & Open Example Project

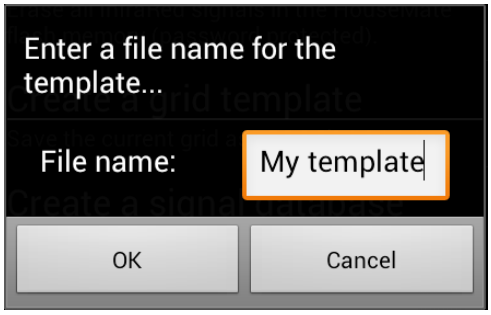
New Project will give you a new set of 16 empty grids. Open Example project will open the default HouseMate project with 8 grids pre-defined. You will be asked to confirm this action because unless you have made a backup there is no undo.

18.9.2 Create a grid template

If you like a particular grid that you have designed and use regularly you can save it as a grid template. The template must only contain InfraRed commands and not links to other grids. The template files are saved to a folder on the SD card and will be available to you in all future projects you create. Furthermore you can copy the template folder from the SD card to other phones.

To create a grid template navigate into the grid you have designed and then choose the **Create a grid template** option from the HouseMate Advanced Settings dialog.

You will be asked to enter a filename for the template.



This is the name that will appear when you choose Grid Templates from the HouseMate menu option and is also the name of the new folder that will be created on the SD card. For example sdcard/clicktophone/templates/my template.

18.9.3 Create a signal database

Creating a signal database is done in exactly the same way as creating a grid template except that the InfraRed signals that have been recorded/assigned for the commands in the chosen grid are uploaded from the HouseMate hardware and saved with the grid data to the SD card.

In this way you can not only save a favorite grid layout but also the InfraRed codes that go along with it.

To create a signal database navigate into the grid that contains the signals you want and then choose the **Create a signal database** option from the HouseMate Advanced Settings dialog.

You will be asked to enter a filename for the template and to confirm this action as it may take several minutes to upload the signal data from the HouseMate hardware.

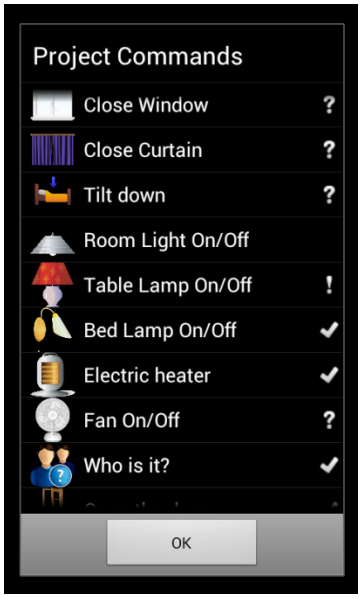
To use the signals and/or grid at a later stage in another project choose Signals from the HouseMate menu option and then select the newly created signal database.

18.9.4 Down-loading data

If you have problems downloading data to HouseMate these options can help solve the problem.

18.9.5 Project Commands

Choose Project Commands to see a complete list of InfraRed commands that have been defined within your project.



Commands with a tick mark are in use. Commands with a question mark are in use but are not visible to the user because the grid that contains them has been reduced in size. Commands with an exclamation mark are in use by more than one grid. Finally, commands with no mark are no longer in use and will be recycled when a new command is created.

18.9.6 Disable hardware Beeps

When you transmit an InfraRed signal, by default, the hardware will issue a beep. If this is a nuisance then check this option to disable the beeps.

18.9.2 Set-Top Mode

Set-Top mode is intended for individuals who can fully manipulate the phone and are using the HouseMate hardware purely as a convenience for controlling their TV or entertainment system. The HouseMate hardware acts as a type of "set-top" box. Normal switch inputs and scanning are disabled and the HouseMate button is used only to turn on or off the hardware. The phone is allowed to go to sleep normally.

To enable Set-Top mode choose **Set-Top mode** from the **Powerdown Time** option in Hardware Settings.

Note: When using Set-top mode and you are not in range of the HouseMate hardware you should set ClickToPhone to stand alone mode to save battery. Choose **Stand Alone Mode** from the menu options in the ClickToPhone homepage.

18.9.3 Disable Notifications

Because the HouseMate grids occupy the full screen it is not possible to see the notification area, or status bar, of the phone. When ClickToPhone is trying to connect to hardware the "**Connecting to…**" and "**No hardware found.**" Messages are displayed as pop-ups.

On some phones however, pop-up messages reset the display timeout timer thereby preventing the phone from going to sleep. If this is the case, either remember to return to the ClickToPhone homepage after you have finished using the HouseMate application or check this option.

18.9 Z-Wave

It is possible to control Z-wave devices using HouseMate and a MiCasaVerde Vera home controller. The Vera home controller is available from www.micaseverde.com and is essentially a wifi router with Z-wave capabilities.

The Z-wave enabled appliances within your home must first be paired with your Vera unit. Then, once your phone is connected to the Vera unit over wifi it is possible to control these Z-wave devices from within HouseMate.

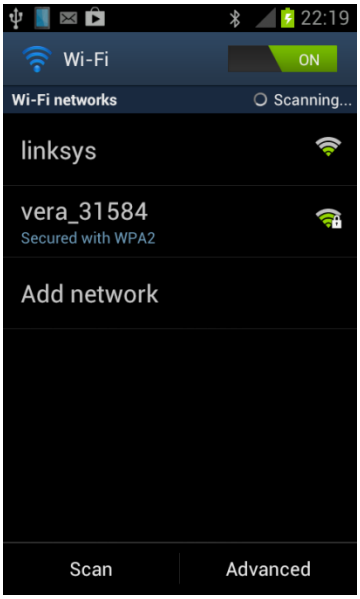
It is beyond the scope of this document to explain how to pair your Z-wave devices with your Vera unit so it is assumed that you have already carried out this procedure. Refer to the Vera documentation for further details.

18.9.1 Pairing you phone with your Vera unit

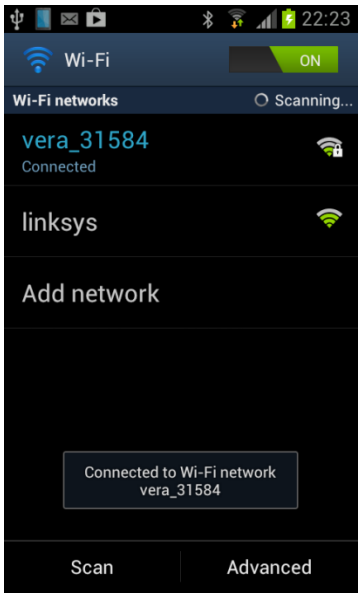
1. From the ClickToPhone homepage choose **Project Settings** from the menu options and then choose **Preferences->HouseMate preferences->Z-Wave setup->Enable Z-wave**

2. If you are connecting directly to your Vera unit, click on **Vera Local IP address** and ensure that the IP address is set to 192.168.81.1. This is Vera's static IP address and does not change from unit to unit.

3. Now click on **Wifi settings**. Turn on your Wifi if it is not on and click on **Scan**. If your Vera unit is switched on you should see it appear in the list.



4. The number after the name is the serial number of your unit. Click on the entry and you will be prompted to enter a password. This is normally located on a label on the underside of your Vera unit beside the serial number. Enter the password, click **Connect** and after a moment your phone should connect to the Vera wifi router.



5. Click the phone's back key until you return to the ClickToPhone homepage.

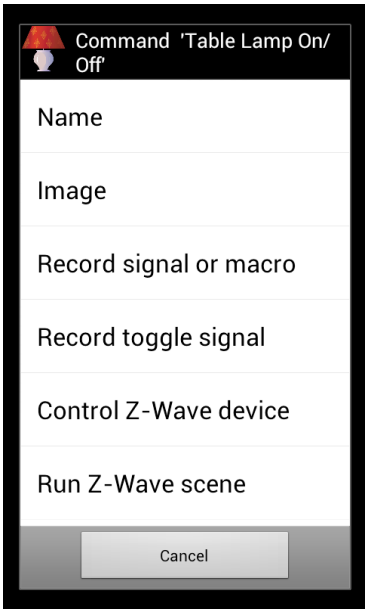
Note: For reliable operation it is recommend to "forget" any other Wifi routers that you might have paired with and disable the system **Network notification** option to prevent any inadvertent connections to other wifi routers.

18.9.2 Controlling a Z-wave device

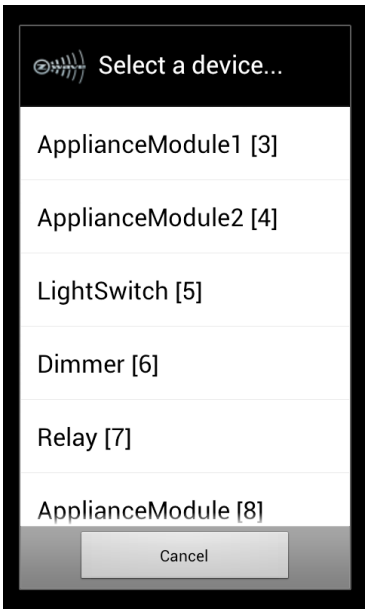
1. Open HouseMate and confirm that you see two popup messages. First **Connecting to Z-wave network**, which, if successful, will be followed by **Connection successful. Getting Device info**.

2. Now navigate to the grid where you want to control your Z-wave devices.

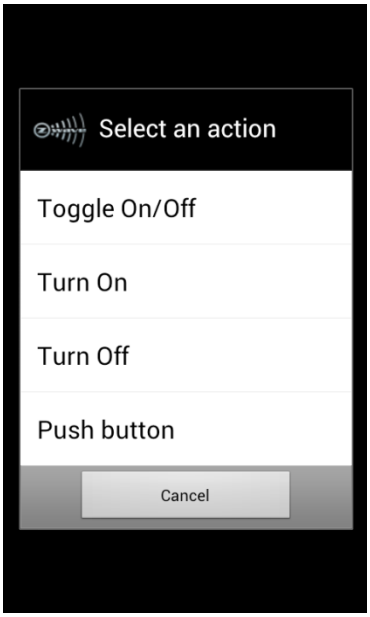
3. Make a long click on the command you want to use. The familiar popup dialog will appear allowing you to edit the cell and record infrared signals etc. with two additional entries to allow you to control your Z-wave devices: **Control Z-wave device** and **Run Z-wave scene**.



4. Choose **Control Z-wave device**. A second popup dialog will appear containing a list of Z-wave devices that are paired with your Vera unit.



5. Choose the device you want to control. The **Select an action** dialog will appear containing a list of possible actions that you can perform with the chosen device. This list will vary depending on what Z-wave category the device belongs to.



6. Choose an action. After you have chosen it confirm that it operates as required by clicking the command. A short popup dialog should confirm the action that is being performed on the device.

18.9.3 Running a Z-wave scene

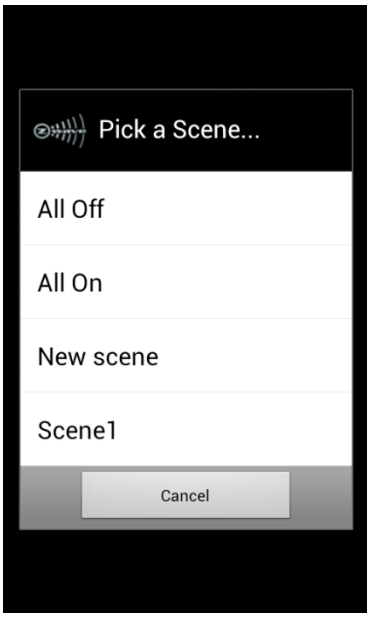
The major benefit of Z-wave is the ability to run scenes. Scenes reduces the complexity of the HouseMate grids and lowers the cognitive demands on the user.

A scene is simply a set of devices and associated actions to perform on them. For example an “Evening-time” scene might draw the curtains, turn on some lights and turn on the heating. A “bedtime” scene might turn off all the lights except the landing light and set the heating timer to come on in the morning. With only two commands a user can perform these otherwise complex tasks.

Scenes are created by connecting your Vera unit to a browser and using the veras’s “dashboard” configuration utility (this can even be done on the phone’s browser). However, it is beyond the scope of this manual to cover this topic and it is assumed that you have previously created some scenes. In the example below there is an “All on” and an “All off” scene that have been previously created.

To run a Z-wave scene:

1. Make a long click on the command you want to use. Choose **Run Z-wave scene** from the popup dialog. The **Pick a Scene** dialog will appear with a list containing all the scenes that have been programmed into the Vera unit.



2. Choose a scene to run. To test, click on the command. You should get a popup confirmation that the scene is running.

18.9.4 Erasing a Z-wave command

To erase a Z-wave command simply make a long click on the command and then choose the **Erase command** option from the popup list. Note that this is the same option you use to erase individual Infrared signals.

Caution: You may experience some delay when controlling Z-wave devices using the touch screen if the hardware is disconnected and you are not in stand

alone mode. You may also find that dimmers take longer to respond than switched appliances.

18.10 Call bell output

There are two types of call bell output in HouseMate.

The first uses InfraRed code 1 to activate the relay output in HouseMate hardware. Typically the relay output is connected to a wireless call bell system. The relay output is triggered for 4 seconds when the cell is selected regardless of whether or not an InfraRed signal has been recorded or not. By default the call bell output is on the first HouseMate grid.

The second type of call bell output is purely under hardware control and will function regardless of whether you are connected to the phone or not. This is discussed in section 19.2. It is possible to have both types of call bell output enabled.

Preference Summary for this chapter
Homepage preferences
HouseMate Show the HouseMate application in the ClickToPhone homepage.
Housemate preferences
Technician Mode When the HouseMate application is visible enabling this option allows you to: 1. Use Menu key options to create, edit and populate the HouseMate grids. 2. Edit a cell my making a long press on the cell. 3. Access advanced preferences by choosing Advanced.
HouseMate+ HouseMate+ allows you to control the Android mouse pointer so that you can fully control other applications on your phone.
Z-Wave setup Options to setup and control Z-wave devices via a Vera home controller.
Enable Z-wave
Wifi settings Use the system wifi app to make a connection with your vera home controller.
Vera Local IP address

Local IP address of your vera unit. Should be 192.168.81.1 if you are making a direct connection.

Housemate advanced settings

Remote Control Brands
Preselect a remote control brand before recording an infrared signal to give a better reproduction.

Erase all InfraRed codes
Erase all the InfraRed signals stored in the HouseMate hardware.

Create a grid template
Save the current grid as a grid template.

Create a signal database
Create a signal database using the current grid and the signals that are stored in the HouseMate hardware for the commands in that grid..

Down-loading data
Options to optimize the transfer of data to the HouseMate hardware

Project Commands
View the complete list of commands that have been specified in your project.

InfraRed Macros
Read the Macro memory in the HouseMate hardware to examine how many macro slots have been used and by which InfraRed codes.

Disable hardware Beeps
When you transmit an InfraRed signal the hardware emits a short beep. If this is an annoyance enable this option.

Set-Top mode
Use HouseMate hardware in Set-top mode and use your phone as a remote control for operating your entertainment equipment. Switch inputs and scanning are disabled and the screen display is allows to time out normally.

Revert to older version.
Configure HouseMate using the dialogs and tools employed up to version 23 of this software (user manual December 2011).

19 Hardware Settings

The hardware settings dialog allows you to set two options which control the power down and switch output (or relay output) functions of the ClickToPhone or HouseMate hardware. These options are different from the normal preferences because they affect the behavior of the hardware units even when they are not connected to your phone. Because of this, the settings are stored within the flash memory of the hardware and not in your phone's memory.

To change either of these options you must connect to the hardware, change the setting and then press the Update button. If you do not press the Update button the changes are not saved.

To open the Hardware Settings dialog

1. From the ClickToPhone homepage choose **Project Settings** from the Menu options and then choose **Hardware Settings**. The Hardware settings dialog will appear.

The ClickToPhone and HouseMate hardware settings dialogs. Note that the Update button will only appear after you make a change.

2. When the Hardware settings dialog is opened and you are connected the hardware should beep constantly. This prevents the hardware from powering down when you are making a change.

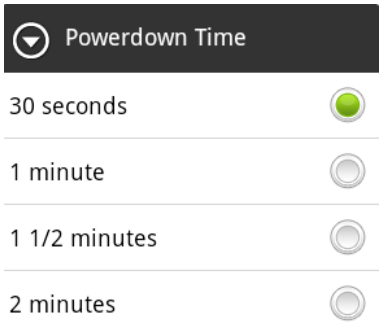
19.1 ClickToPhone Hardware Settings

Although they are almost identical there are subtle differences between the settings of the ClickToPhone and HouseMate hardware units that warrant a

separate explanation. In this section we explain the use of the ClickToPhone hardware settings.

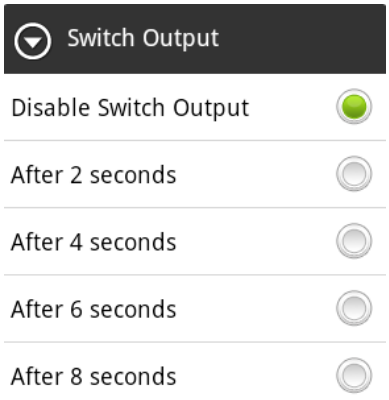
19.1.1 Powerdown Setting

The ClickToPhone's **Powerdown Setting** can be set to between 30 seconds and 2 minutes. This is the length of time after which the unit will power down and thus disconnect from your phone if you do not press your switch. In other-words if ClickToPhone detects no switch presses for the **powerdown time** then it assumes that you no longer want to control your phone and disconnects. This allows the phone to turn off the screen and go to sleep and prolongs battery life of both the phone and the hardware.



19.1.2 Switch Output Settings

The ClickToPhone has a solid state relay output (see chapter 20 for connection details). This allows you to connect ClickToPhone to another device, for example a communication aid, and then switch between using your phone and the other device by making a long press on your switch. The length of time you have to hold your switch before control switches between devices is determined by this setting.



When you are controlling another device it is not possible to control your phone. Furthermore if you let ClickToPhone powerdown it remembers that it is in Switch

Output mode, and, when you turn it on again it will be controlling the other device, not your phone.

You can identify if ClickToPhone is in switch output mode when you turn it on. Firstly you will hear one beep if it is not in switch output mode and two beeps if it is in switch output mode. Secondly a pop-up message will appear on your phone's display warning you if you are in switch output mode.

To regain control of your phone press and hold your switch for the switch output time.

Notes:

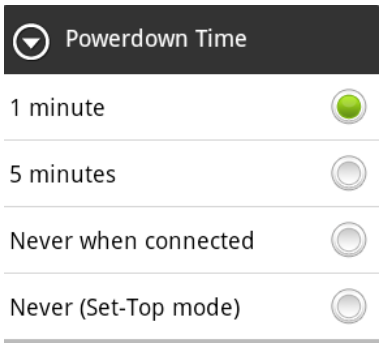
1. If Switch output mode is enabled ClickToPhone will automatically switch to switch output mode after you turn it on if it does not make a connection with your phone after 30 seconds.

2. Switch output mode should be disabled if you are using the 5 switch input and the **Scanning Method** is set to **Joystick**.

19.2 HouseMate Hardware Settings

19.2.1 Powerdown Setting

The HouseMate **powerdown time** can be set to **1minute, 5 minutes, Never when connected** or **Set-Top mode**.



When set to 1 or 5 minutes the HouseMate hardware will automatically switch off if you have not made any switch presses for the chosen time. This allows the phone to turn off the screen and go to sleep and conserves the battery life of both units.

Never when connected

This option prevents the hardware from automatically powering down and is intended to be used in conjunction with the **Go to sleep** preference. To turn off the phone/hardware you have to select the **Go to sleep** option from the ClickToPhone homepage.

See chapter 17 for further details on the **Go to sleep** option and **enabling device administrators.**

Although this option can be used with any switch scanning method it is primarily intended for users who require environmental control and can touch the screen but find it difficult to operate the phone's on/off button. In this case the HouseMate button, or connected switch, is used primarily to turn wake up the phone and as a convenient way to answer or hang-up a call.

Set top mode

In Set-Top mode the HouseMate hardware functions like a remote infra-red transmitter. It is intended to be placed in a fixed position in your living room and used as a convenience for controlling your entertainment equipment through your smart phone. Once you are connected to HouseMate you can use ClickToPhone software to control your equipment through the touch screen.

In Set-top mode the HouseMate button functions purely as an on/off button and all scanning is disabled. When the software connects with the hardware it remains connected for as long as the phone is on and in range. The phone can go to sleep normally after the screen's timeout time has elapsed.

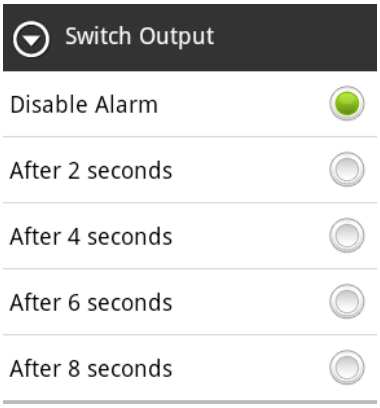
Set-Top mode is intended to be used by persons who can fully use the phone, including the on/off button, and require InfraRed control.

See chapter 18 for further details on recording InfraRed codes and setting up the HouseMate grids.

19.2.2 Relay output

HouseMate has an output relay that can be triggered for a 4 seconds. It is intended to be connected to a wireless call bell system.

To activate the relay you can either select the bell symbol from a HouseMate grid (Ir code 1) or press and hold your switch for the chosen length of time.



Note: The relay will function even if you are not connected to your smart phone. This means that even if the battery in your phone is flat you can activate your call bell by pressing your switch for the chosen period of time.

20 Backup & Restore

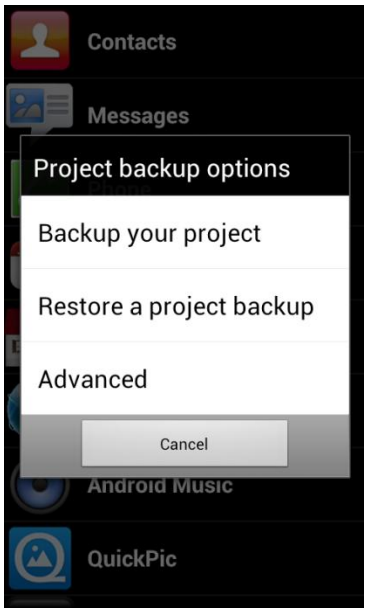
ClickToPhone allows you to back up and restore all user data to and from your phone's SD card. You can then copy the data from your SD card onto your computer to have a permanent backup of your all your settings.

Note: You must have an SD card installed in your phone before you can use this function.

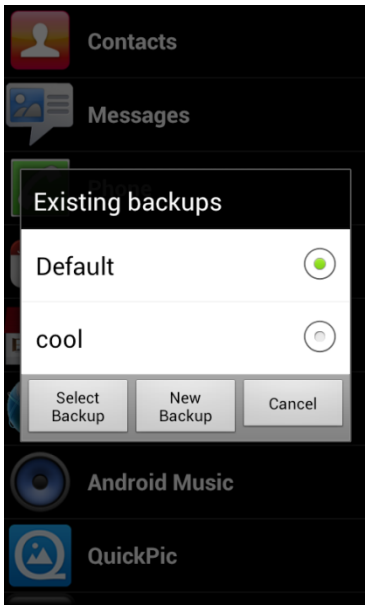
20.1 Backing up your project

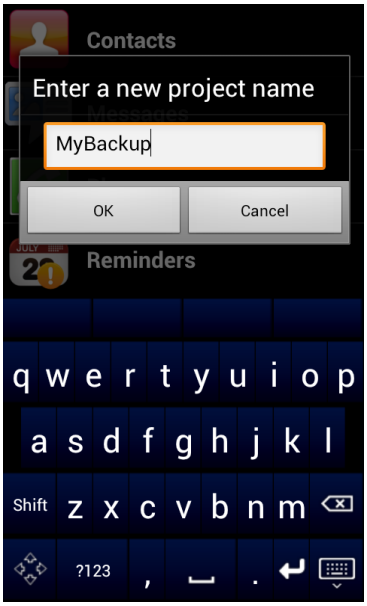
To backup your data to the SD card

1. From the ClickToPhone homepage choose **Project Settings** from the Menu options and then choose **Backups**. The **Project backup options** dialog will appear.

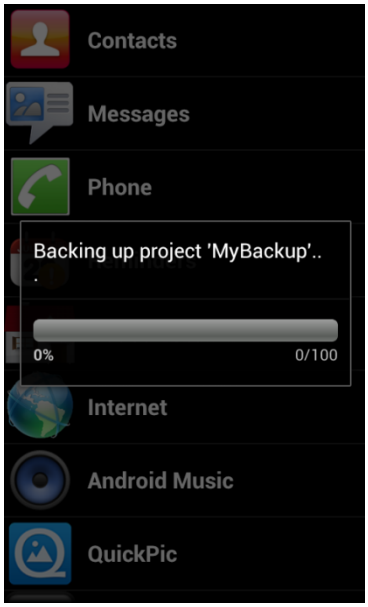


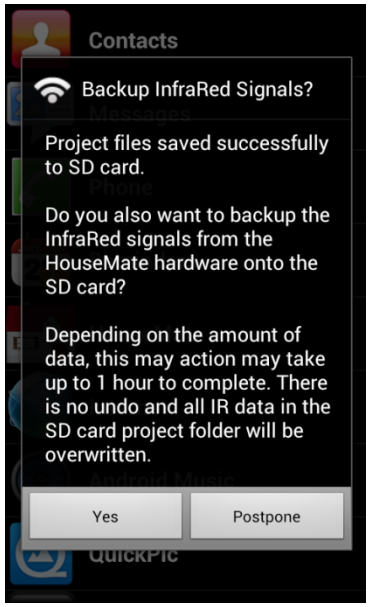
2. Choose Backup your project. The **Existing backups** dialog will appear. You can backup over an existing backup or you can create a new one.





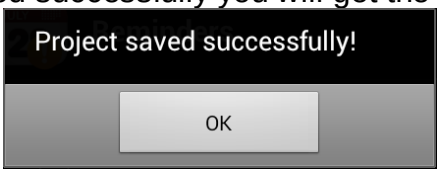
3. Once you have selected OK a series of progress windows will appear as the user data is saved to the SD card.




Contacts
Backup InfraRed Signals?
Project files saved successfully to SD card.
Do you also want to backup the InfraRed signals from the HouseMate hardware onto the SD card?
Depending on the amount of data, this may action may take up to 1 hour to complete. There is no undo and all IR data in the SD card project folder will be overwritten.
Yes
Postpone

4. Finally you will be prompted as to whether you want to save the infrared signals stored in the HouseMate hardware. You can choose to do this now or postpone for a later stage. Note that backup Infrared signal data can take a long time depending on how may signals you have recorded. Also, you must be connected to your hardware in order to do this.

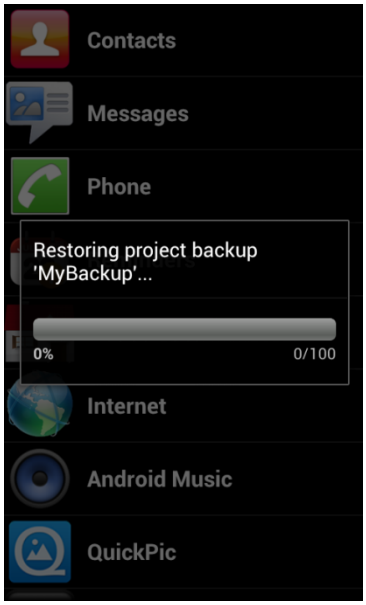
5. If everything was saved successfully you will get the following message.

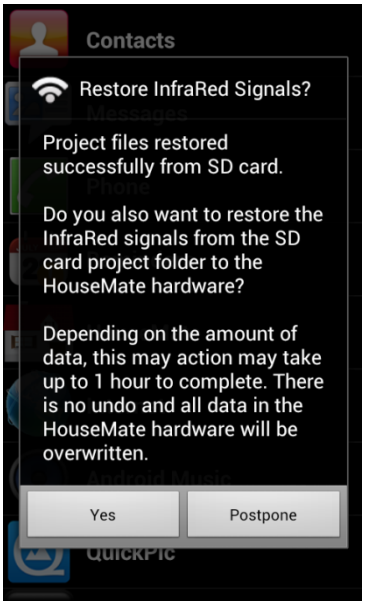


20.2 Restoring a project

To restore your data from the SD card

1. Repeat the procedure for a backup but choose the **Restore a project backup** option from the Project backup options.




Contacts
Restore InfraRed Signals?
Project files restored successfully from SD card.
Do you also want to restore the InfraRed signals from the SD card project folder to the HouseMate hardware?
Depending on the amount of data, this may action may take up to 1 hour to complete. There is no undo and all data in the HouseMate hardware will be overwritten.
Yes
Postpone

2. Choose the backup to want to restore. Then you will get the same series of progress bars as the data is copied from the SD card. When this is finished you will be prompted as to whether you want to restore the InfarRed signal data from the SD card to the HouseMate hardware.

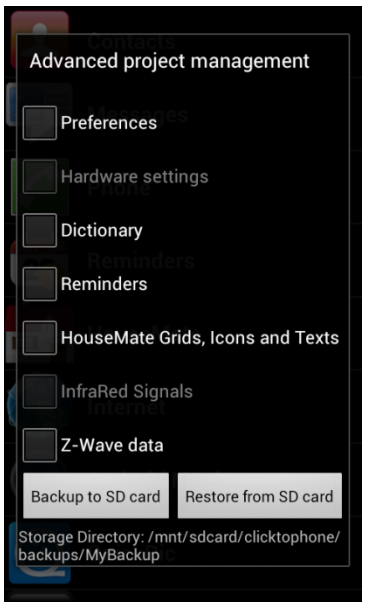
20.3 Advanced Backup

The Advanced project management tool allows you to backup and restore selected files or settings. For example you may only wish to restore the HouseMate grids but not the user preferences. Another use is to copy a certain backup file, say the dictionary, between different backups.

Advanced backup should be used with caution and is intended for technicians and experts only.

To open the advanced backup dialog

1. Repeat the procedure for a backup but choose the **Advanced** option from the Project backup options. The advanced project management dialog will be displayed.



2. Select the files you want and then choose whether you want to back them up or restore them.

20.4 Factory Reset

It is possible to completely reset your project to factory default. This action resets all the preferences to their default values and sets the HouseMate grids to the example project. It does not recreate the dictionary or erase the InfraRed signals in your HouseMate hardware.

To reset your project settings

From the ClickToPhone homepage choose **Project Settings** from the Menu options and then choose **Reset Project**. You will be asked to enter the password "1234" to confirm this action.

To recreate the word prediction file.

To recreate the dictionary choose **Project Settings** from the Menu options and then choose **Recreate Dictionary**.

Note: If you change the phone's language it is necessary to recreate the dictionary to install the new words. At time of writing dictionary files exist for Dutch, Danish, French, Finish, German and Italian languages.

Tip: It is possible to remotely examine the contents of an SD card using the Remote Web Desktop application available free from the Android market and at www.click2go.ie. This means that your support engineer can copy data from your SD card, make changes, and then load the new settings back on to your phone. Contact your supplier for further details.

21 Status Reporting

Status reports record system and user events that affect the performance of ClickToPhone. They can be used as a diagnostic tool and to monitor a user's usage of the software. They are not intended to be used as a patient alarm.

To view the status reports choose **Project Settings** from the menu option on the ClickToPhone homepage and then choose **Status Reports**. The ClickToPhone status reports dialog will appear. Choose **Open All** from the menu option to see the content of the reports.

12:35
ClickToPhone Status Reports
11:55 25/10/2012
Settings launched from Homepage menu
11:53 25/10/2012
The charger has been plugged into the phone.
08:12 25/10/2012
Standard Report
GSM SignalStength = 12%
Phone Battery = 57.0%
Hardware Battery status is unavailable
Last time connected at22:57 on 24/10/2012
Number of connections since last report = 2
Last switch action at22:58 on 24/10/2012
Number of switch actions since last report = 28
Mode = Stand Alone
Bluetooth is ON
00:57 25/10/2012
The hardware has not made a connection to the phone for more than2hours.
Open all
Close all
Preferences
Copy to SD card
Erase all

The following types of events are recorded in the log file.

1. Standard Reports contain information such as Battery level, GSM signal strength, Bluetooth status, ClickToPhone mode, last connection and last switch press.

2. Bluetooth status change & low battery warnings

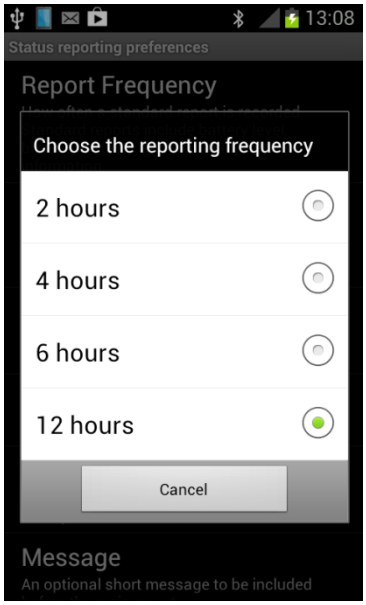
3. User intervention – such as the project settings being opened or a change in the ClickToPhone mode.

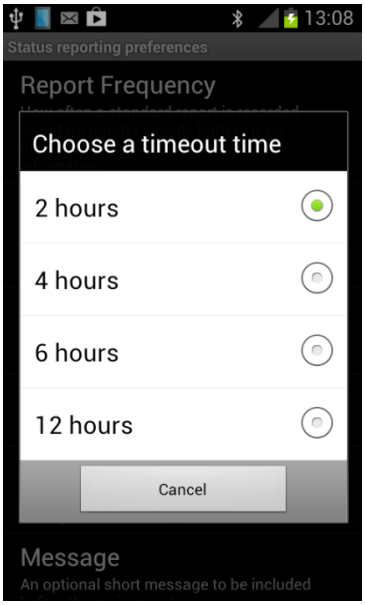
21.1 Report frequency & Timeout time

You can change how often a standard report is made and set the timeout period for triggering a once off report. Once off reports are triggered when there is no user action (switch press) for a defined period of time.

To change the reporting frequency or timeout time

1. Choose **Preferences** from the menu option of the **ClickToPhone Status Reports** window. Then choose **Report Frequency** or **Timeout time** a required.





21.2 SMS reporting

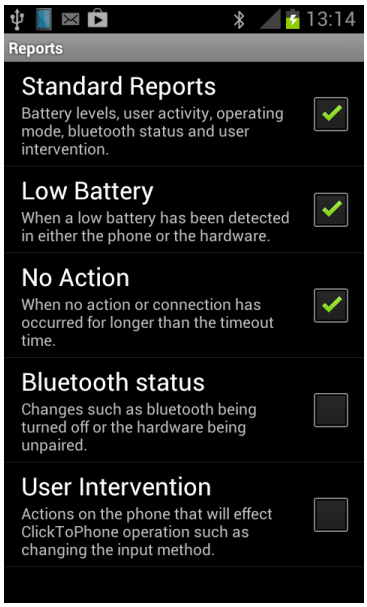
Reports can be sent by SMS to a predefined mobile telephone number.

To set up SMS reporting.

1. Within the **ClickToPhone Status Reports** preference page first check the **Enable SMS reporting** option.

2. Then choose the telephone number to send the report to and an optional message to be included at the front of the report. “UserName=Brian” for example.

3. Finally specify the content of the report. Choose **Reports** and then check the options you require.


13:14
Reports
Standard Reports
Battery levels, user activity, operating mode, bluetooth status and user intervention.
Low Battery
When a low battery has been detected in either the phone or the hardware.
No Action
When no action or connection has occurred for longer than the timeout time.
Bluetooth status
Changes such as bluetooth being turned off or the hardware being unpaired.
User Intervention
Actions on the phone that will effect ClickToPhone operation such as changing the input method.

Warning: SMS reports are sent at the Report Frequency which can be as frequent as every 2 hours. Before you enable SMS reporting ensure that the user is happy to accept these SMS charges. You might also contact your network provider as they sometimes offer concessions for sending SMS messages to a frequently used number.

22 Connections

22.1 ClickToPhone connections & battery

Switch output.
Switch output for connection to another device such as a communication aid
Status LED
Blinks when the hardware is trying to establish a connection with the phone.
Switch input
Standard 3.5mm jack socket for connection of a standard switch.
5 Switch input
6 pin Mini Din for connection of a switched joystick or for interfacing to a wheelchair.
Click to Phone
www.click2go.ie
0044
CE

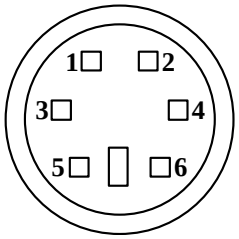
NOTE: The switch output of the ClickToPhone must **never** be connected to a wheelchair control system. This is because under certain circumstances the relay could latch on. To integrate a ClickToPhone with a wheelchair take the switch output from the wheelchair control and plug it into the ClickToPhone, in other-words use the wheelchair control as the master device rather than the ClickToPhone.

Switch Input Connection & Relay output

Mono 3.5mm Jack I/P	
Pin	**Signal**
Sleeve	Switch common
Tip	Switch 1

Mono Jack O/P (isolated)	
Pin	**Signal**
Sleeve	Relay contact 1
Tip	Relay contact 2

5 Switch Input

6 pin Mini DIN. Connector	Pin	Signal
	1	Switch common
	2	Joystick Left
	3	Joystick Right
	4	Joystick Down
	5	Joystick Up
	6	Joystick Switch

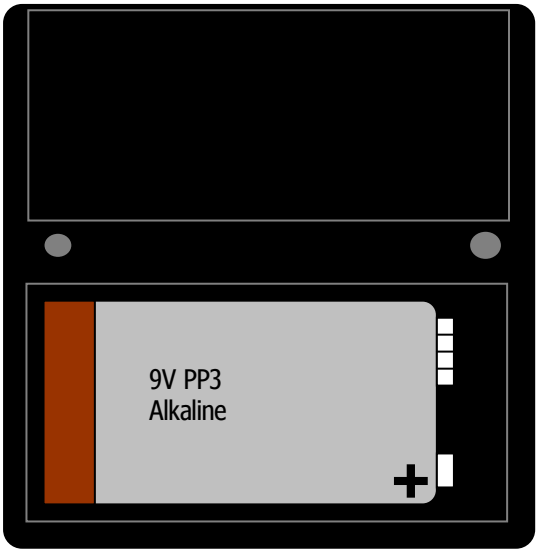
A 6pin DIN to D9 cable is available for interfacing 5 switch devices (such as a TASH mini joystick) or connecting to a DX or R-Net wheelchair system.

A 6pin DIN to 2 3.5mm jack sockets for Two switch scanning is also available.

Replacing the battery

When the battery is low the ClickToPhone hardware will emit a beep at regular intervals. In addition the ClickToPhone software will display a “low battery” message when connected. The battery type is 9V PP3.

The battery compartment is located at the back of the ClickToPhone hardware. To replace the battery gently remove the belt clip followed by the battery cover. Lift out the battery with the aid of a non-metallic item and insert the new battery according to the diagram below making sure that the orientation is correct.



22.2 Housemate connections

Battery Charging
Illuminates when the battery is charging
Bluetooth Status
Illuminates when the hardware has successfully connected to the phone.
IR and Wake-up status
Has two functions. See text below for details.
HouseMate button
Exactly the same as Switch 1 the HouseMate button can be used to control ClickToPhone and during setup.
Switch input
Stereo jack input for connection of 1 or 2 switches. On versions with a 5 switch input this is a 6 pin Mini Din.
Charger Input
Charger input. Mini USB or circular connector. +5v, centre pin positive.
Relay Output
Mono jack output for connection to a call bell system.

IR Status LED

The IR status LED has two functions.

1. InfraRed Status

   LED illuminates when InfraRed is being transmitted or received.

2. Wake up and Power down status

   During powerup the IR LED remains lit until the hardware has connected to the phone.

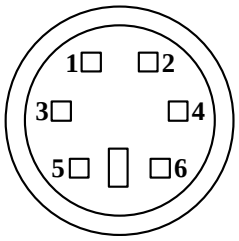
   During normal operation the IR LED will blink every so often to indicate that it is switch on. Not to be confused with transmission of an IR signal.

Switch Input Connections & Relay output

Stereo Jack I/P Pin	Signal
Sleeve	Switch common
Tip	Switch 1
Ring	Switch 2

Mono Jack O/P (isolated) Pin	Signal
Sleeve	Relay contact 1
Tip	Relay contact 2

5 Switch Input (5 switch version only)

6 pin Mini DIN. Connector	Pin	Signal
	1	Switch common
	2	Joystick Left
	3	Joystick Right
	4	Joystick Down
	5	Joystick Up
	6	Joystick Switch

Charging the battery

HouseMate hardware contains a 2.6Ah Li-Ion battery.

When the battery is low the HouseMate hardware will beep continuously and when you connect with your phone a message will appear on the screen warning you that the battery is running low.

If your hardware unit has a Mini USB connector you can recharge it by connecting it to the USB socket of your computer or any suitable USB charger.

If your hardware has a circular DC connector then you must you use the charger that was supplied. This is 750mA +5v with a positive center pin. Although the device is polarity protected and over-voltage protected connection of a different charger may damage the unit.

23 Hardware Specifications

Electrical

Power Supply		
	ClickToPhone	1 x 9V PP3
	HouseMate	1 x 3.7v Li-Ion rechargeable battery
Quiescent Current		20mA

Mechanical

Weight	Approx. 250grams
Case material	Black ABS plastic.

Environmental

	Min	Max	Units
Operating ambient temperature range	-25	50	ºC
Storage temperature range	-25	70	ºC
Operating and storage humidity	0	90	%RH

HouseMate and ClickToPhone are not designed for outdoor use.

24 Intended use, Safety and Misuse Warnings

Intended Use

ClickToPhone is a switch adapter designed to enable those individuals who cannot use a standard mobile phone to operate an Android Smartphone.

HouseMate performs the same function as ClickToPhone but with the added ability of acting as an Infra-red remote control or Environmental Control system. It is designed to enable those individuals who cannot use a standard remote control the ability to operate television, lights, door openers, curtains and other equipment in their home or place of work/study.

If you are controlling such environmental control equipment ensure that it has been fitted correctly, that you are using it for it's intended purpose and that it is safe to use and operate.

The SMS Alert and Status Reporting features of ClickToPhone are not intended to be used as a patient alarm for the reasons outlined on page 52. The SMS alert function is intended to be used as a convenient way to notify another person of your location. Status reporting is intended to be used as a diagnostic tool.

HouseMate and ClickToPhone are for indoor use only.

Safety and Misuse warning

HouseMate can be operated directly or by connecting an appropriate switch. ClickToPhone can be operated by connecting one or more switches.

Do not install, maintain or operate your switch interface without reading, understanding and following the proper instructions and manuals, otherwise injury or damage may result.

Do not operate the switch interface if it behaves erratically, or shows abnormal response, heating, smoke or arcing. Turn the unit off, disconnect all cables, and consult your service agent.

Ensure the switch interface is turned off when not in use and remove the batteries if it is not going to be used for an extended period.

No connector pins should be touched, as contamination or damage due to electrostatic discharge may result.

ClickToPhone and HouseMate are not designed to resist water penetration. If a spillage occurs Turn the unit off, disconnect all cables, and consult your service agent. Once turned off any spillage over the switch interface should be wiped dry without delay. The switch interface may not be used outdoors in damp or wet conditions.

Most electronic equipment is influenced by Radio Frequency Interference (RFI). Caution should be exercised with regard to the use of portable communications equipment in the area around such equipment. While the manufacturer has made every effort to ensure that RFI does not cause problems, very strong signals could still cause a problem.

Report any malfunctions immediately to your Service Agent.

25 Maintenance

Your switch interface hardware (ClickToPhone or HouseMate) should be regularly checked for integrity. Loose, damaged or corroded connectors or terminals, or damaged cabling should be reported to your Service Centre and be replaced immediately.

The PP3 & Li-Ion batteries should be regularly checked for corrosion or leakage. Occasionally remove the back cover and check for leakages, corrosion and evidence of over-heating.

If you are not using your switch interface hardware for an extended period disconnect the battery.

All switches connected to your switch interface hardware should be regularly tested to ensure that they function correctly.

Your switch interface hardware should be kept free of dust, dirt and liquids. If necessary wipe with a cloth dampened with warm water or alcohol. **Do not** use solvents or abrasive cleaners.

Where any doubt exists, consult your nearest Service Centre or Agent.

There are no user-serviceable parts within your switch interface hardware. Do not attempt to open the case.

In accordance with the requirements of CE marking of this device and the Company's policy, it is requested that re-occurring faults or defects be reported back to Unique Perspectives Ltd.

Warning !! If your switch interface is damaged in any way, or if internal damage may have occurred (for example by being dropped), have it checked by qualified personnel before operating.

26 CE Marking

HouseMate is marketed as a technical aid for people with disabilities and satisfies the requirements of the Medical Device Directive 2007/47/EC.

This includes conformity with essential requirements of Council Directive 2004/108/EC of 15th December 2004 concerning electromagnetic compatibility.

The following international standards have been applied:

I.S. EN ISO 16201:2006 – Technical aids for disabled persons – Environmental Control Systems for Daily living.

I.S. EN ISO 14971L2012 – Medical devices – Application of risk management to medical devices.

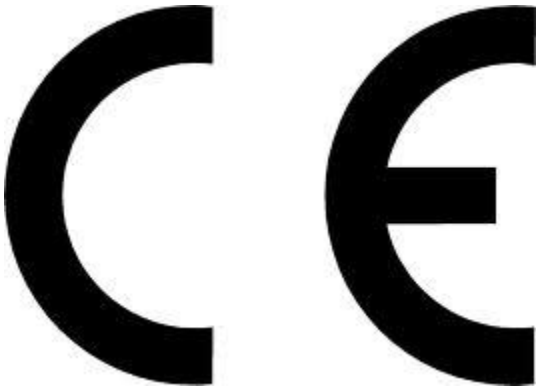
EN60601-1-2: 2011

EN 55016-2-3 (2010) & A1 (2010) - Emissions

EN61000-4-2 (2009) – Electrostatic discharge

EN61000-4-3 (2006) – Immunity

R&TTE Directive 1999/5/EC



27 Warranty & Sales and Service Information

All equipment supplied by Unique Perspectives Ltd. is warranted by the company to be free from faulty materials or workmanship. If any defect is found within the warranty period of 12 months, the company will repair the equipment, or at its discretion, replace the equipment without charge for materials and labor.

The warranty is subject to the conditions that the equipment:

- Has been used solely in accordance with this manual and for its intended purpose.
- Has not been subjected to misuse or accident, or been modified or repaired by any person other than someone authorised by Unique Perspectives Ltd.
- Has been used solely for the use of interfacing to an Android smart phone.

For Sales and Service advice, or in case of any difficulty, please contact:

Unique Perspectives Ltd.
Ballyclovan
Callan
Kilkenny
Ireland

Telephone: +353 56 7725913
Fax: +353 56 7725936

WEB: www.click2go.ie
EMAIL: info@click2go.ie

NOTE: The ClickToPhone or HouseMate switch interface should be clearly labeled with the manufacturer's service agent's telephone number.

ANNEX 1: Preference Summary

Preference Top level screen
User Level The User level can be set to Beginner, Intermediate, Advanced or Expert.
Homepage preferences
Appearance preferences
Behavior preferences
Text preferences
Touchscreen preferences
Scanning preferences
Telephony preferences
Sms preferences
HouseMate preferences
Authorization and Bluetooth

Homepage Preferences

Phone Functions

Options to include Contacts, Messages and Dialer

Contacts

Show the contacts application in the ClickToPhone homepage

Messages

Show the messages application in the ClickToPhone homepage

Dialer

Show the dialer application in the ClickToPhone homepage

Music, Gallery,Camera and Clock

Options to include the standard ClickToPhone applications and to choose alternatives if desired.

Music

Include the Music application in the ClickToPhone homepage

Playing Music

Choose an alternative app to use for playing music.

Gallery

Include the Gallery application in the ClickToPhone homepage

Browsing pictures

Choose an alternative app to use for browsing pictures.

Camera

Include the Camera application in the ClickToPhone homepage

Taking photographs

Choose an alternative app to use for taking photographs.

Clock

Include the Clock application in the ClickToPhone homepage

Clock

Choose an alternative app to use for showing the time.

Talking clock

When the clock app is selected from the homepage use Android voice output to speak the time

Display Generic info

Rather than using the actual names and icons of the above applications use generic icons and text.

HouseMate
Show the HouseMate application in the ClickToPhone homepage

Internet
Options for including the Internet option, home and search pages.

Internet
Include the Internet application in the ClickToPhone homepage.

Home page
The homepage URL. This is the website that is launched when you select the Internet application from the ClickToPhone homepage.

Search engine
The default search engine URL. This is the website that is launched when you select the search soft key from the Internet soft keyboard.

Alerts, Reminders, Speech output
Options to include the SMS Alert, Reminders and Text-to-speech applications.

Sms Alert
Options for sending an SMS alert.

Activate on long click
Send the SMS alert after a long click of the switch. The length of time to hold for can be set from 4 to 8 seconds.

Include in homepage
Activate the alert from the ClickToPhone homepage.

Notification sound
Select a notification sound to play when the SMS alert is triggered.

Auto-answer next call
Automatically answer the next phone call after the alert is send.

Telephone Numbers
The telephone numbers to try an send the alert to. Cycles through each number until one is delivered.

Message
An optional message to include with the alert.

Reminders
The reminders application for settings alarms etc,

Reminders
Include the reminder application in the ClickToPhone homepage.

Alarm sound

Play an alarm sound when the reminder is due. The alarm sound is a short bell sample.

Vibrate phone
Vibrate the phone when a reminder is due.

Delete once off reminders
Automatically delete the once off reminders after they have elapsed.

Hide date and time
Hide the date and time in the list of reminders to simplify the display. You can use the color of the clock icons as a queue to when a reminder is due.

At the scheduled time
Activate the alarm at the scheduled time.

15 minutes beforehand
Activate the alarm 15 minutes before the event is due.

30 minutes beforehand
Activate the alarm 30 minutes before the event is due.

1 hour beforehand
Activate the alarm 1 hour before the event is due.

2 hours beforehand
Activate the alarm 3 hours before the event is due.

Text to speech
Include the Text-to-speech application in the ClickToPhone homepage.

Phone Settings
Include an option to switch off the phone and control phone settings such as brightness, volume etc.

Other Applications
You can include or exclude both Favorites and Applications from the ClickToPhone homepage.

Applications
Include the Applications application in the ClickToPhone homepage.

Favorites
Include the Favorites application in the ClickToPhone homepage.

Appearance Preferences
Font size Font size throughout application
Highlight color Color of list items and keys when scanning.
Key background style Background style of keyboard keys.
Wallpaper Use system wallpaper as background throughout ClickToPhone
Set Wallpaper Choose the system wallpaper
Hide titlebar Hide the title bar of clicktophone applications
Disable status bar Disable the system notification bar at the top of the screen.
Disable notifications When the status bar is disabled ClickToPhone's notification messages, such as "connecting to hardware…" are displayed in pop-ups. If this is annoying you can disable them with this option.

Behavior Preferences

Keep in foreground
When enabled ClickToPhone will automatically return to the foreground if the home key is pressed inadvertently.

Disable soft keys
Disables the ClickToPhone softkeys so that a user cannot press the back, menu or search keys accidentally. To access the ClickToPhone settings when this is enabled it is necessary to go to the phone's settings app and choose ClickToPhone settings from within Language and Input.

Expand expert keyboard
In expert mode include and extra row of soft keys with more advanced functions such as the menu and home soft keys. This will give you more control over other applications.

Virtual Mouse pointer

Mouse Speed
Speed of the virtual mouse pointer.

Drag lock time
The length of time to hold your switch before drag lock is enabled.

Automatic Pointer
In expert mode automatically start pointer mouse if the soft keyboard becomes obscured.

Wake Up
It is recommended to disable the phone's screen lock for optimum wake up performance.

Screen Lock
For reliable wake-up performance disable the screen lock.

Advanced wake-up
With ICS a new method of waking up the phone was introduced. If you are having problems then disable this option.

Sound settings
Adjust the system sound settings to optimize auditory feedback when scanning.

Display settings
Adjust the system display settings, brightness, orientation etc.

Text Preferences

Keyboard Style
The keyboard style can be set to QWERTY or ABC

Key Repeat Interval
If you keep your switch pressed after you select an alphanumeric key it will be repeated after a moment.

Word Prediction
Turn off or on the word prediction.

Touchscreen Preferences

Touch Screen Filter
In touch screen mode use this option if you have a shaky finger and tend to touch the keys more than once in quick succession. This option works by requiring no touch screen activity for at least ½ second before a new touch screen event is registered.

Disable Scrolling
In touch screen mode disable the scrolling feature of lists to avoid inadvertently sliding off the desired list entry.

Scanning Preferences

Scanning Method
There are six scanning methods. Tap the screen, Automatic Scanning, Short Click Scanning, Two Switch, Joystick and Direct Access.

Scanning Speed
In automatic scanning this is the speed at which the scan advances. In Short Click scanning it is the length of time, or interval, that distinguishes a short click from a long click.

Scanning Duration
The length of time to keep scanning in Automatic Scanning, Note that, regardless of this preference, the scanning will stop if the hardware disconnects.

Acceptance Time
The length of time that an external switch must be held for before it is recognised as a switch press. This helps to avoid accidental switch presses and double hits.

Intelligent Scan
When scanning lists scroll up the page to the top of the screen when you reach the last list item.

Scanning Beeps
Enable auditory beeps when scanning and making selections. Note that you should disable the Audible selection option under the phone's Sound settings to avoid getting two sounds when scanning lists.

Auditory Scanning
Different options for providing auditory feedback by reading out the labels of cells and list items when scanning

Telephony Preferences

Enable Telephony
If you are using a tablet rather than a SmartPhone then you can disable the telephony functions. This means that the Dialer application and Call Contact soft keys will not appear.

Use Speaker-phone
Automatically switch on the speaker phone when making or answering a call.

Auto-answer
Automatically answer a call when the phone rings.

Telephony keypad
Normally when you press your switch or joystick during a call then the call is ended. If this preference is enabled then instead of hanging up the call a telephony keypad is displayed. This enables you to enter numbers during a call.

Sms Preferences

Sms messages
Selects how you want to view Sms messages in advanced and expert modes. You can view Sms messages by going directly to the InBox, by choosing a folder first or viewing by conversation thread. Note that when you receive a new message opening the Messages application will bring you straight to the InBox to view the most recent message.

Read out SMS
Read out the incoming and outgoing text messages using the Android text-to-speech engine.

Voice Input
Use the Android voice recognition feature when writing texts.

HouseMate Preferences

Technician Mode
Enable this option to be able to edit and create HouseMate grids and record InfraRed signals.

HouseMate+
HouseMate+ allows you to control the Android mouse pointer so that you can fully control other applications on your phone.

Mouse Speed
The speed at which the mouse pointer and cross hairs move on the screen. For best results set the system pointer speed to maximum and adjust the mouse speed with this settings.

Swipe Speed
The speed of the swipes.

Mouse movements
You can move the android mouse pointer by cardinal direction (up/down/left/right only) or in a 2 step process using the cross hairs.

Simulate Back key
Some devices do not respond to the back key event from wireless keyboards and mice. Enable this option if you are having problems to simulate the back key a different way.

Advanced setup options

HID Mode
The HID mode your HouseMate+ hardware will operate in after a successful initialization and reboot.

Initialize HID
Initialize the HID component of HouseMate+. Password is “4321”.

Z-Wave setup
Options to setup and control Z-wave devices via a Vera home controller.

Enable Z-wave

Wifi settings
Use the system wifi app to make a connection with your vera home controller.

Vera Local IP address
Local IP address of your vera unit. Should be 192.168.81.1 if you are making a direct connection.

Voice Input (beta)
Use Android’s voice recognition features to control HouseMate using your voice.

HouseMate Advanced Settings (accessed from within HouseMate application)

Remote Control Brands
Preselect a remote control brand before recording an infrared signal to give a better reproduction.

Erase all InfraRed codes
Erase all the InfraRed signals stored in the HouseMate hardware.

Create a grid template
Save the current grid as a grid template.

Create a signal database
Create a signal database using the current grid and the signals that are stored in the HouseMate hardware for the commands in that grid..

Down-loading data
Options to optimize the transfer of data to the HouseMate hardware

Project Commands
View the complete list of commands that have been specified in your project.

InfraRed Macros
Read the Macro memory in the HouseMate hardware to examine how many macro slots have been used and by which InfraRed codes.

Disable hardware Beeps
When you transmit an InfraRed signal the hardware emits a short beep. If this is an annoyance enable this option.

Set-Top mode
Use HouseMate hardware in Set-top mode and use your phone as a remote control for operating your entertainment equipment. Switch inputs and scanning are disabled and the screen display is allows to time out normally.

Revert to older version.
Configure HouseMate using the dialogs and tools employed up to version 23 of this software (user manual December 2011).

Status reporting preferences (accessed from within Status report application)

Report Frequency
How often to make a standard report. Standard reports include battery level, Bluetooth status and frequency of use..

Timeout time
Once off reports are recorded when no user action has occurred for the timeout time.

Enable SMS reporting
Send the selected reports by SMS to a pre-defined number.

Reports
The type of reports to include in the SMS

Standard Reports
Battery levels, user activity, operating mode, Bluetooth status.

Low Battery
When a low battery has been detected in the hardware.

No Action
When no use action or connection has occurred for the timeout time.

Bluetooth status
If the bluetooth status changes

User Intervention
Actions on the phone that will affect the user operation such as changing settings etc..

Telephone Number
The mobile telephone number to send the SMS to.

Message
An optional message to include at the front of the report.

Include Location
If available include the user's location as provided by the GPS or Network location service provider.

Authorization and Bluetooth Preferences
Hardware Authorization To be able to use ClickToPhone Version 1 hardware that was originally purchased to control a Windows Smartphone you need to purchase an authorisation code.
Software Authorization If you are using the software in Stand Alone mode and not using any hardware then certain advanced features of ClickToPhone require a software authorisation code. These include the Tap the screen scanning method and the Reminders and Text to speech applications.
Bluetooth settings Brings you to the system's Bluetooth settings app to allow you to make a pairing with your hardware.
Bluetooth ID The Bluetooth ID of the last hardware unit you successfully connected to. This ID is required if you are using ClickToPhoneV1 hardware and wish to purchase a hardware authorization code.
Automatic PIN Automatically enter the PIN code when a pairing request is received from your hardware.